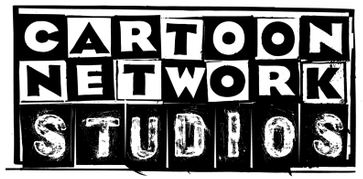
“B-Mo Noire”
1008-095
Network Pitch



Date 11/29/11

- [x] Board Team Final
- [x] Creators Pass
- [x] Network Approval 11/29/11
- [ ] Recording/Standards Board
- [ ] Revisionist Pass
- [ ] Animatic Scan Board
- [ ] Pre-Animatic Slug Board
- [ ] Conformed to Animatic Board
- [ ] Final

Adventure Time Created by
Pendleton Ward

Creative Director
Nate Cash

Storyboard by
Tom Herpich & Skyler Page

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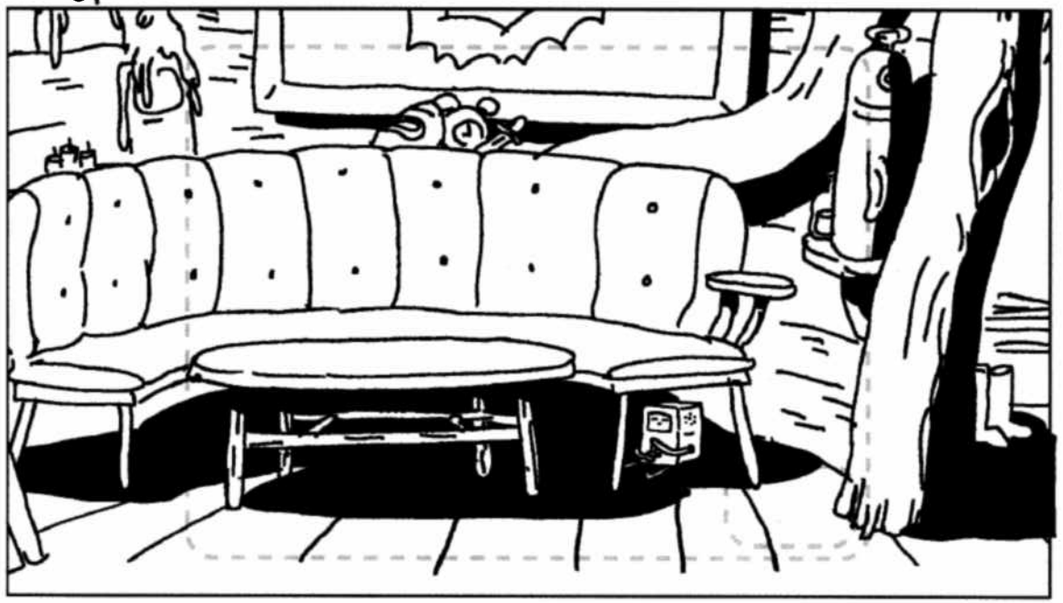
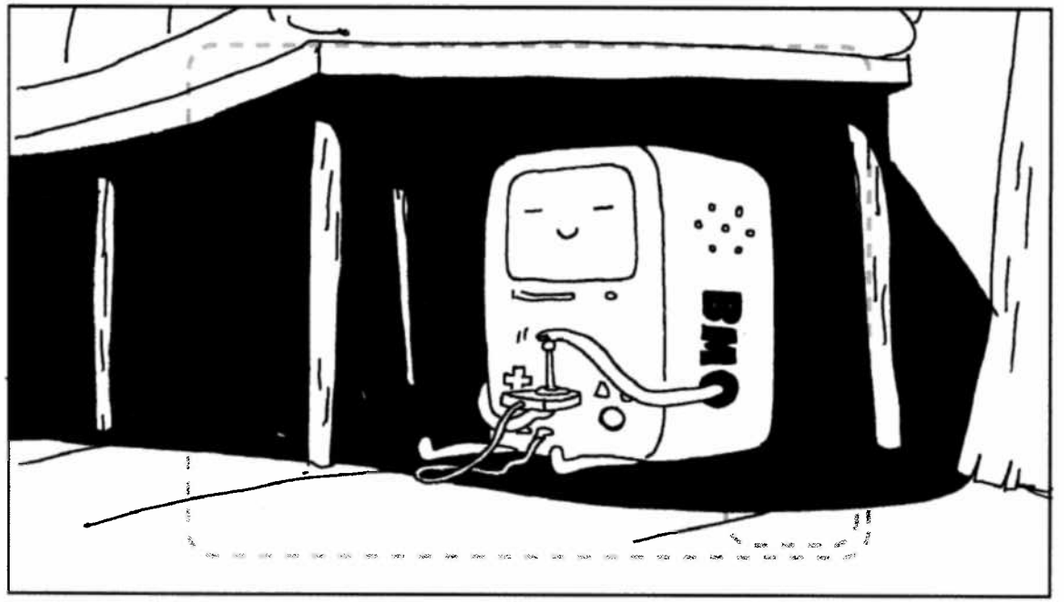
ADVENTURE TIME

Page 01

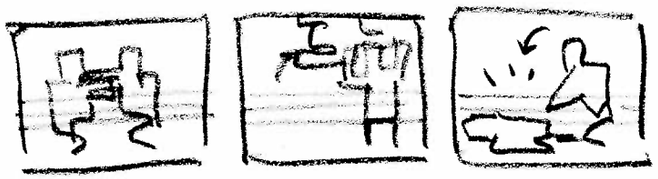
Sc. 01 Pnl. A Bg. day night



Sc. 02 Pnl. A Bg. day night

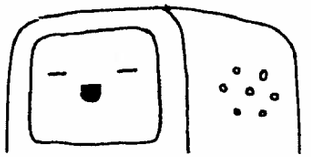


Dialog:



BEEMO PLAYING GAME ... FACE APPEARS FOR DIALOGUE ONLY

BMO: HAHA TAKE THAT, MASTER CHEN!



Action:

* VIDEOGAME NOISES *

* SOUND OF MASTER CHEN BEING DEFEATED *

Timing:

EPISODE # 1008995

Production :

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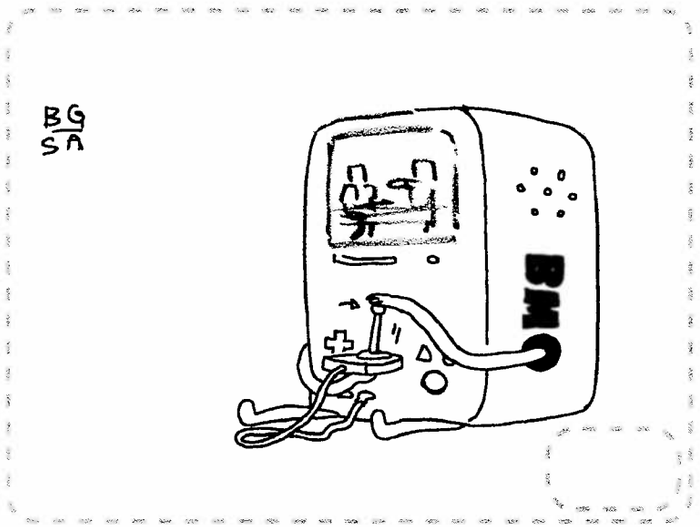
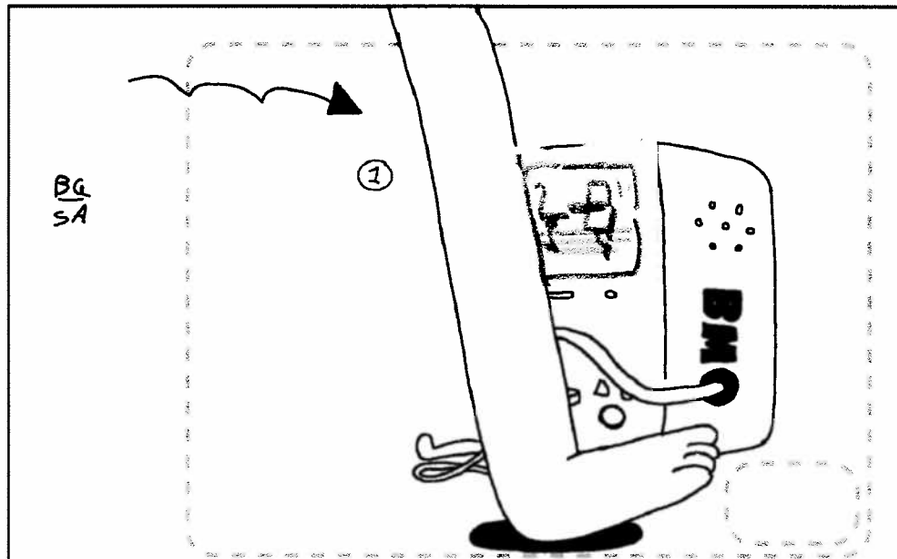
ADVENTURE TIME

Sc. 02 Pnl. B Bg. day night



Sc. 02 Pnl. C Bg. day night



Dialog:

(F) JAAAAKE

Action:

* FOOTSTEPS *
(QUICK AND HEAVY)

Timing:

EPISODE # 100895

Production :

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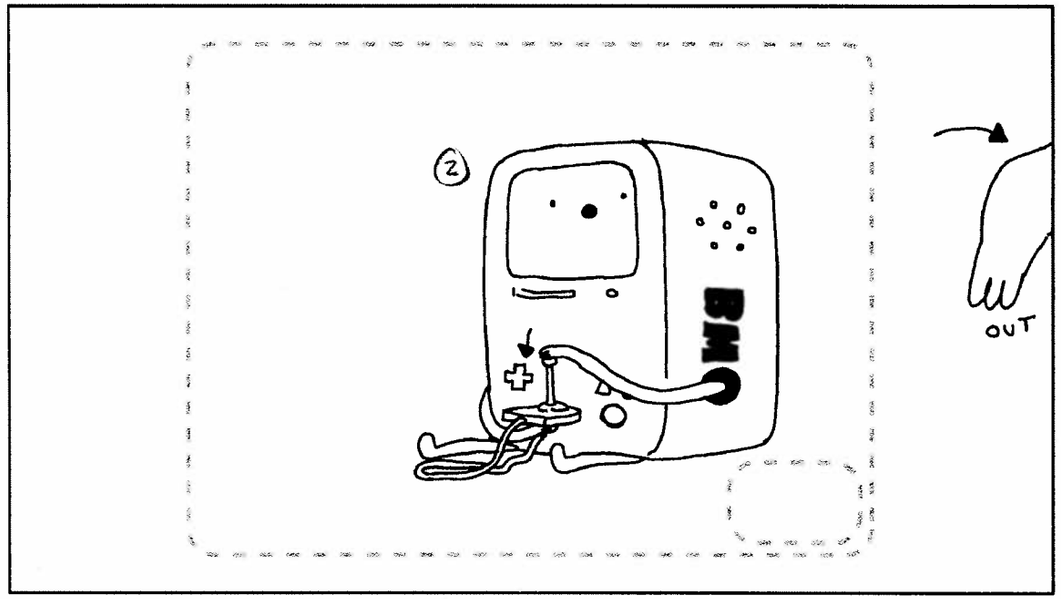
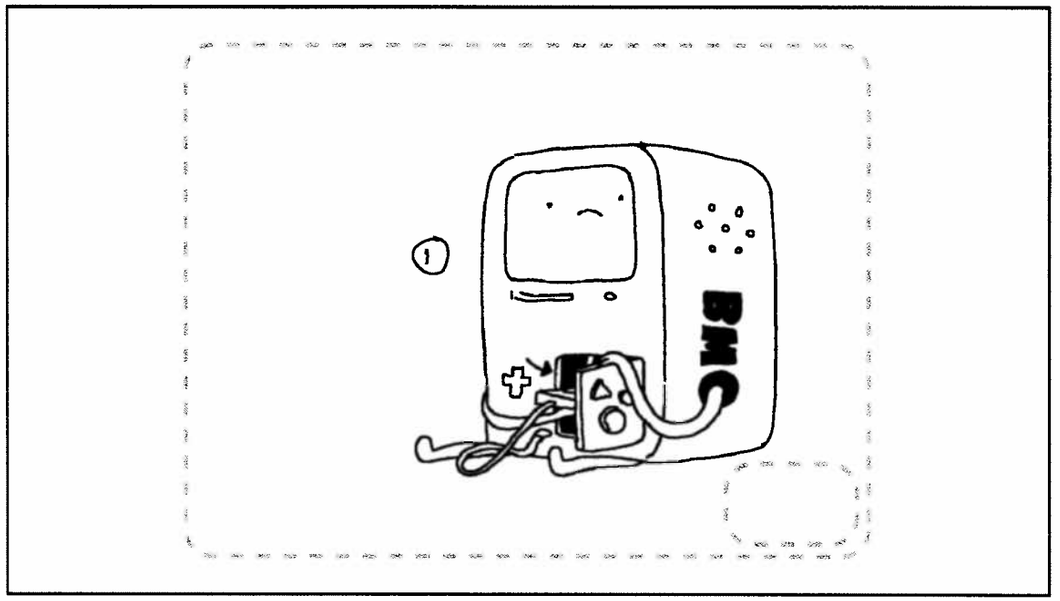
ADVENTURE TIME

Sc. 02 Pnl. D Bg. day night



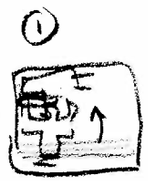
Sc. 02 Pnl. E Bg. day night

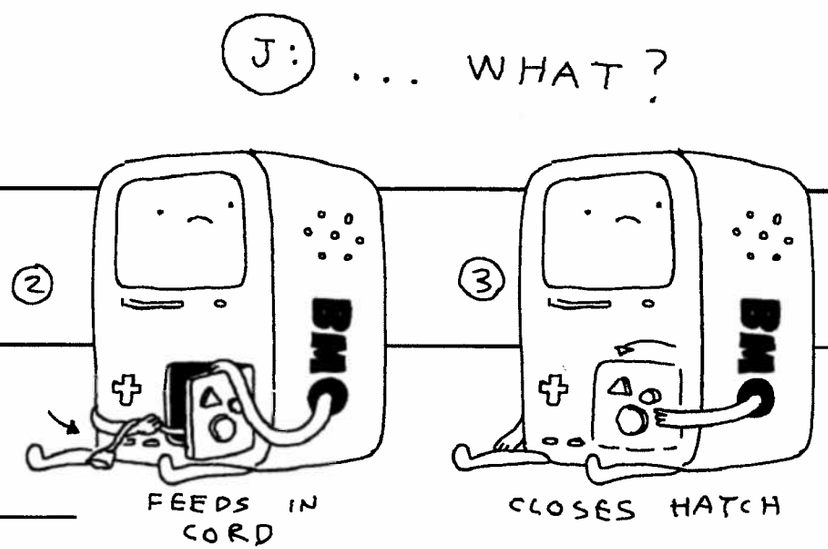


Dialog:

Action:

Timing:





EPISODE # 100895

Production :

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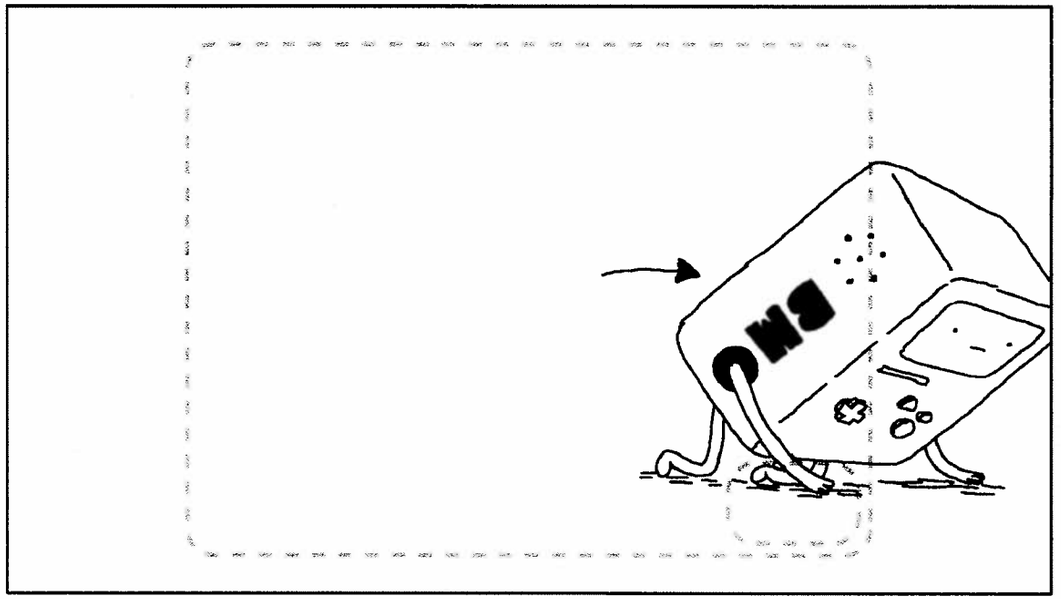
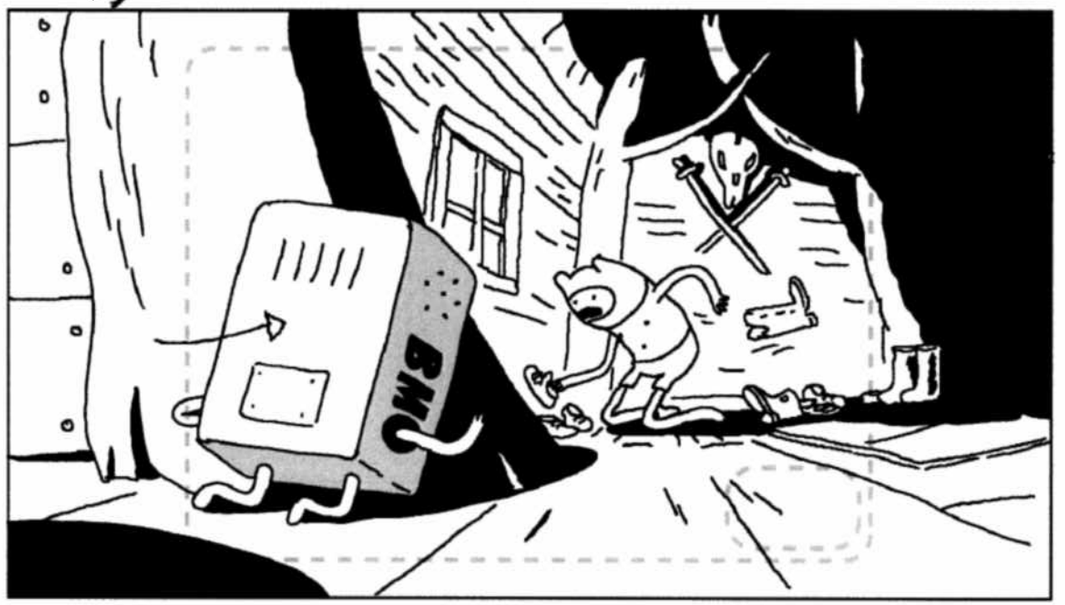
ADVENTURE TIME

Page 04

Sc. 02 Pnl. F Bg. day night



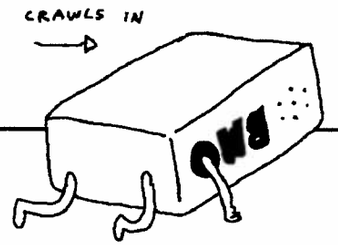
Sc. 03 Pnl. A Bg. day night



Dialog:

(F:) JAKE DID YOU HIDE MY SOCK?

Action:



Timing:

EPISODE # 100895

Production :

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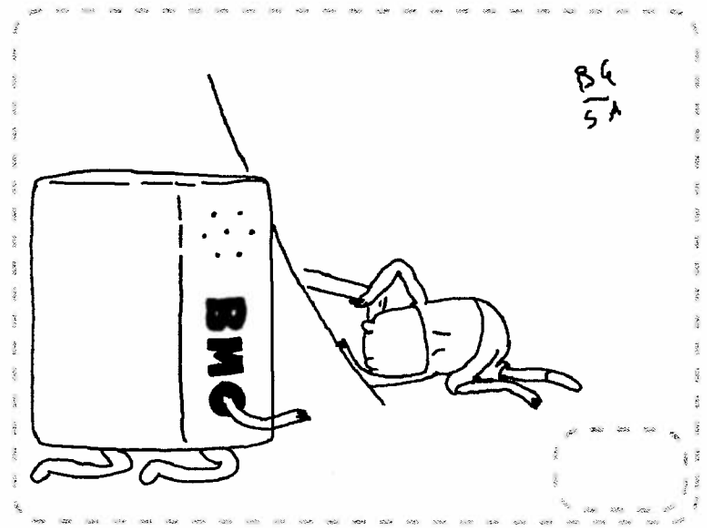
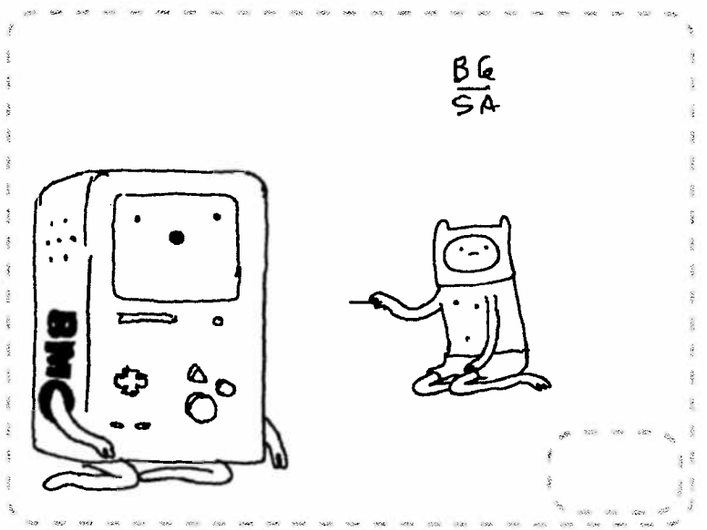
ADVENTURE TIME

Page 05

Sc. 03 Pnl. B Bg. day night



Sc. 03 Pnl. C Bg. day night



Dialog:

(J) NO MAN,

(J) I TOLD YOU,

Action:

Timing:

EPISODE # 105

Production :

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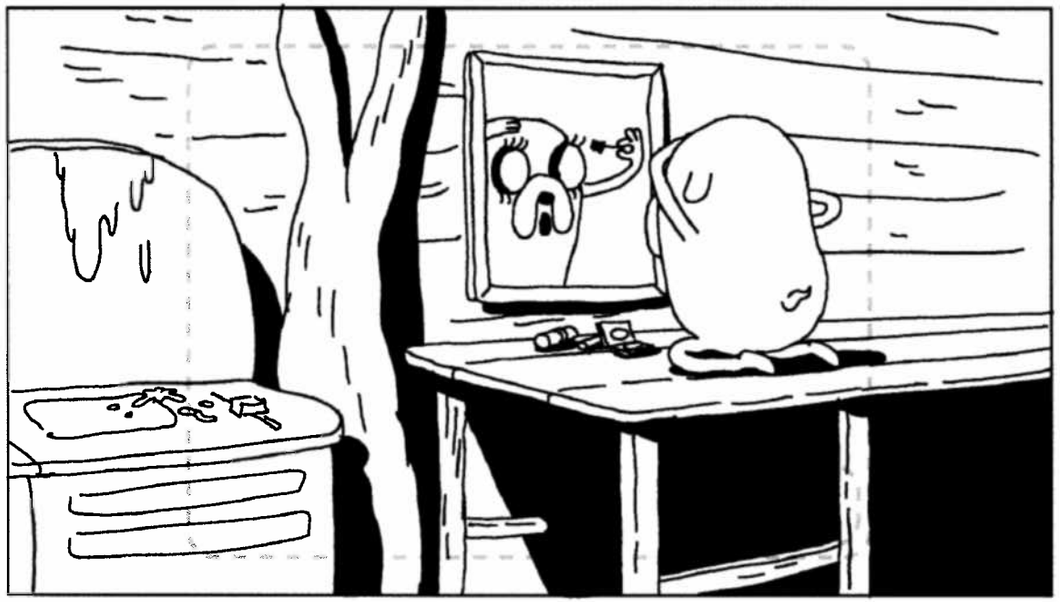
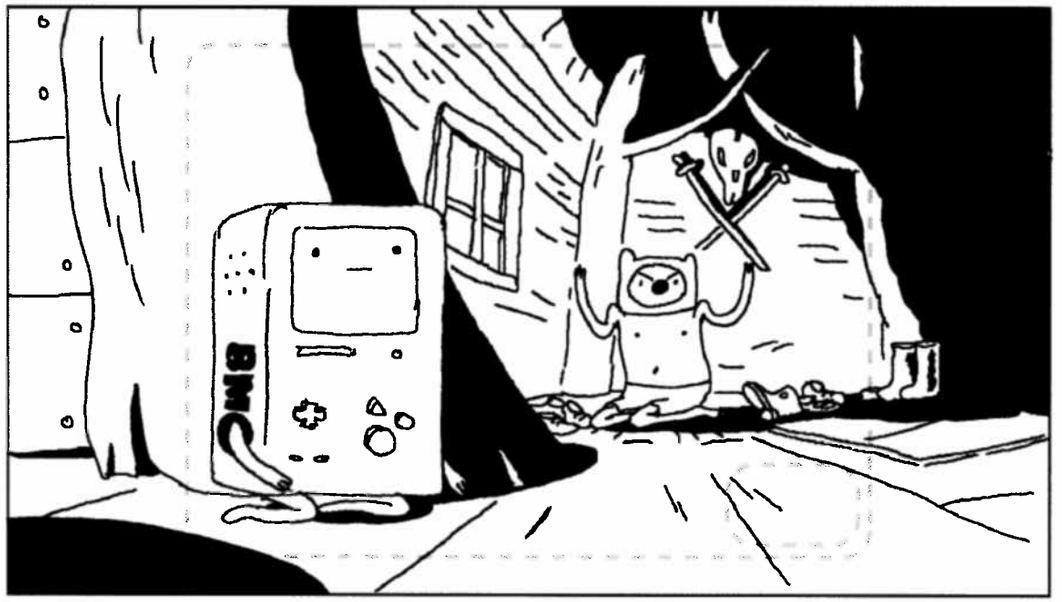
ADVENTURE TIME

Sc. 04 Pnl. A Bg. day night



Sc. 05 Pnl. A Bg. day night



Dialog:

(J:) I DON'T DO THAT KINDA STUFF ANYMORE.

(F:) SO, WHAT? IT JUST MAGICALLY DISSAPPEARED?

Action:

Timing:

EPISODE # 100895

Production :

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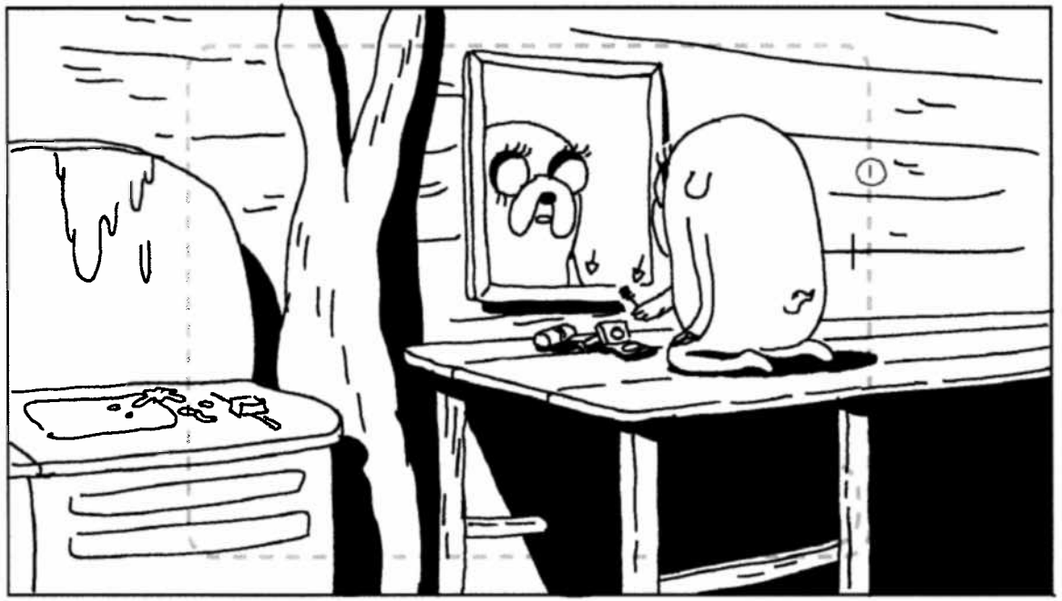
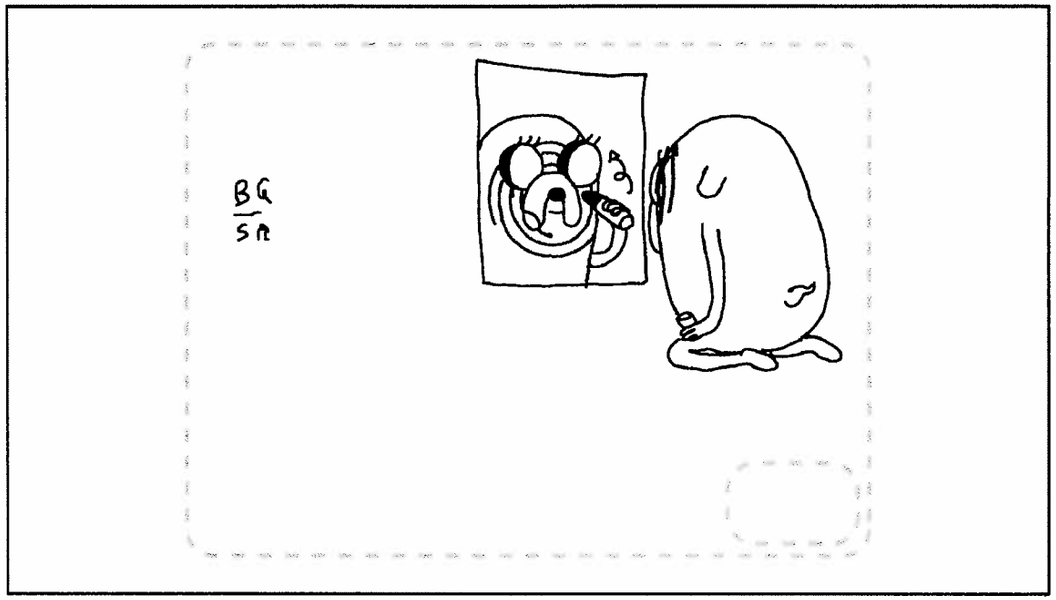
ADVENTURE TIME

Sc. 06 Pnl. A Bg. day night



Sc. 06 Pnl. B Bg. day night



Dialog:

J: (1) I DON'T KNOW...
(3) MAYBE.

Action:

Timing:

EPISODE # 100895

Production :

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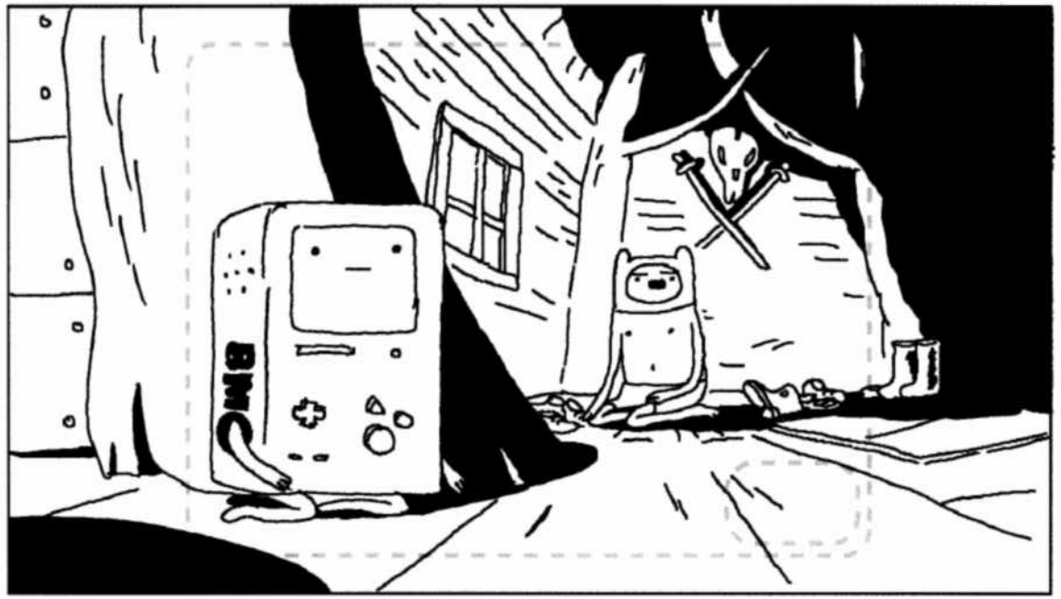
ADVENTURE TIME

Sc. 07 Pnl. A Bg. day night



Sc. Pnl. Bg. day night

Dialog:

(F:) WHAT DO YOU MEAN "MAYBE"?

Action:

Timing:

EPISODE # 100895

Production :

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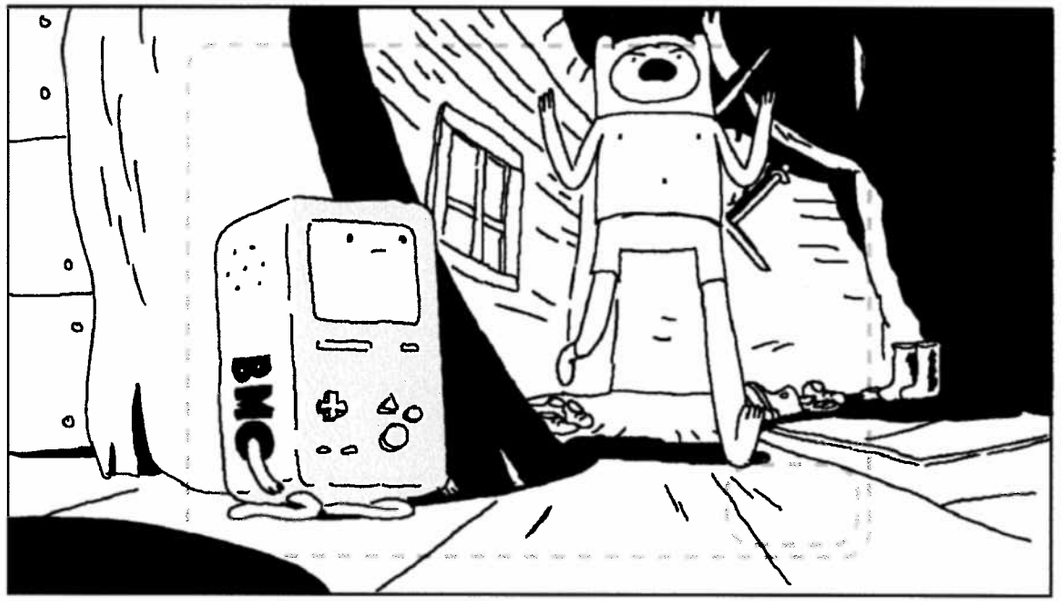
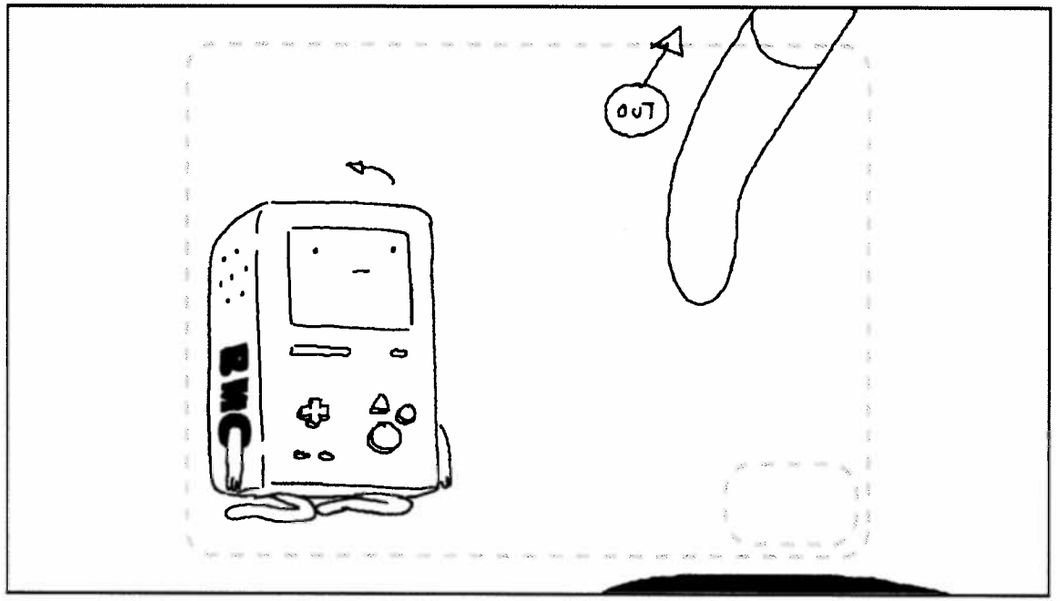
ADVENTURE TIME

Sc. 07 Pnl. B Bg. day night



Sc. 07 Pnl. C Bg. day night



Dialog:

(F:) IS THAT JUST A CUTE WAY OF SAYING YOU TOOK IT?

Action:

Timing:

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Production :

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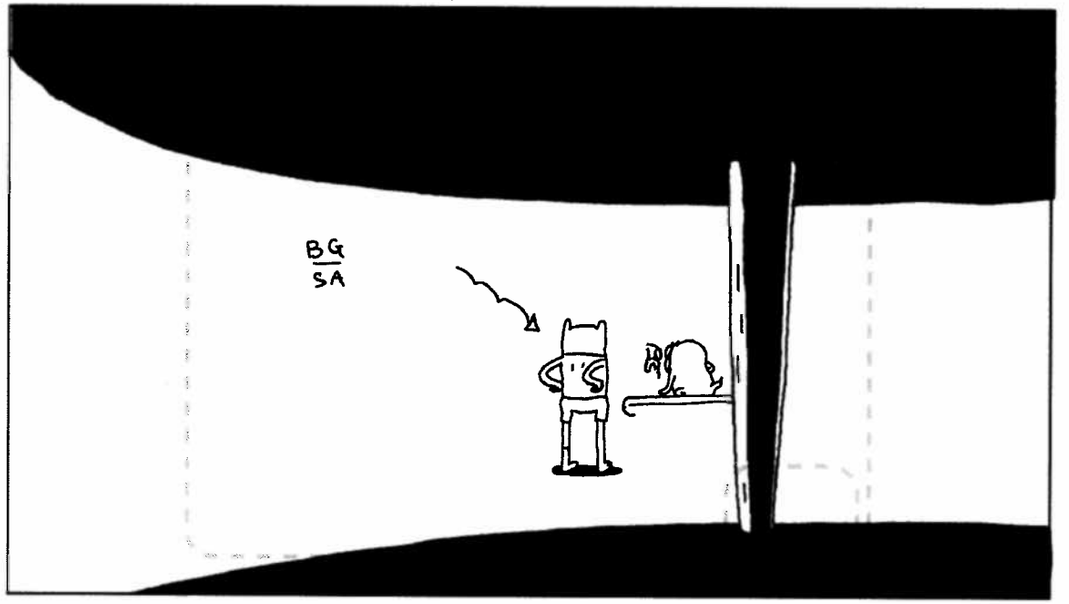
ADVENTURE TIME

Sc. 08 Pnl. A Bg. day night

Sc. 08 Pnl. B Bg. day night



Dialog:

(J:) NO! I'M JUST SAYIN' MAGICAL STUFF HAPPENS AROUND HERE ALL THE TIME.

(J:) (cont.) YOU SHOULD BE USED TO IT BY NOW.

Action:

Timing:

EPISODE # 100895

Production :

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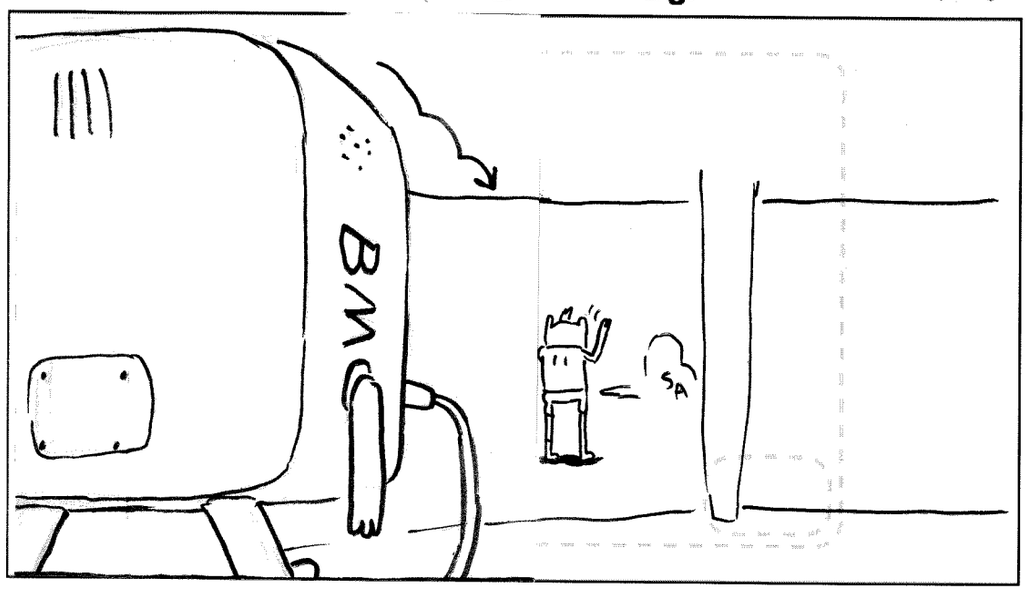
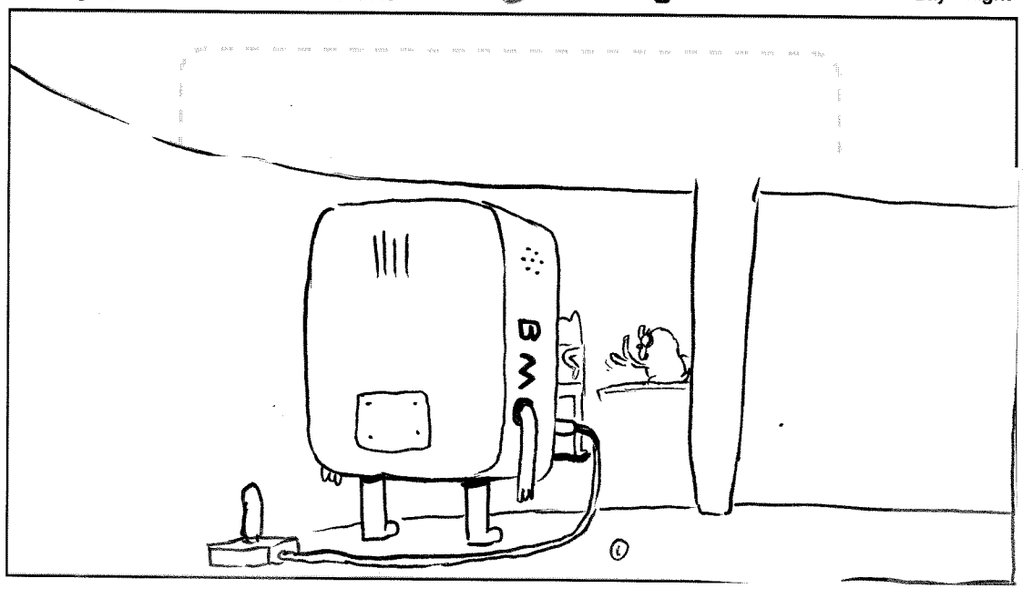
ADVENTURE TIME

Page 11

Sc. 08 Pnl. C Bg. day night



Sc. 08 Pnl. D Bg. day night



(WE'D BETTER HOLD THE WORLD UP)

EPISODE # 100895

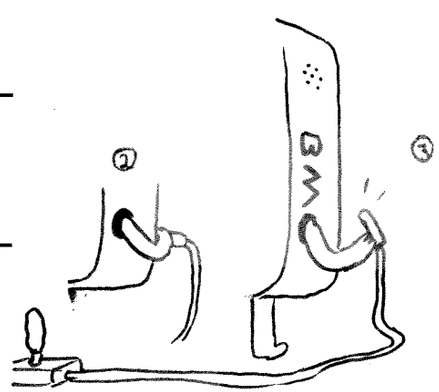
Dialog:

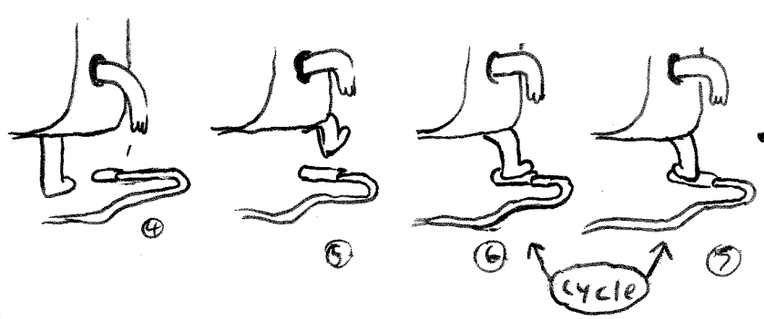
(F:) WHATEVER MAN, WHY DON'T YOU JUST HELP ME FIND MY SOCK

(J:) OH WEBIDDER-WHOLE-A-WHIRLUP! FINN LOST HIS SOCK. EVERYBODY STOP WHAT YOU'RE DOING AND HELP FINN FIND HIS PRESCIOUS SOCK!

Action:

Timing:





- BEEMO PULLS OUT JOYSTICK CABLE, STEPS ON IT, TWISTING HIS FOOT (LIKE HE'S PUTTIN OUT A CIGARETTE

* FILM FADES TO B+W

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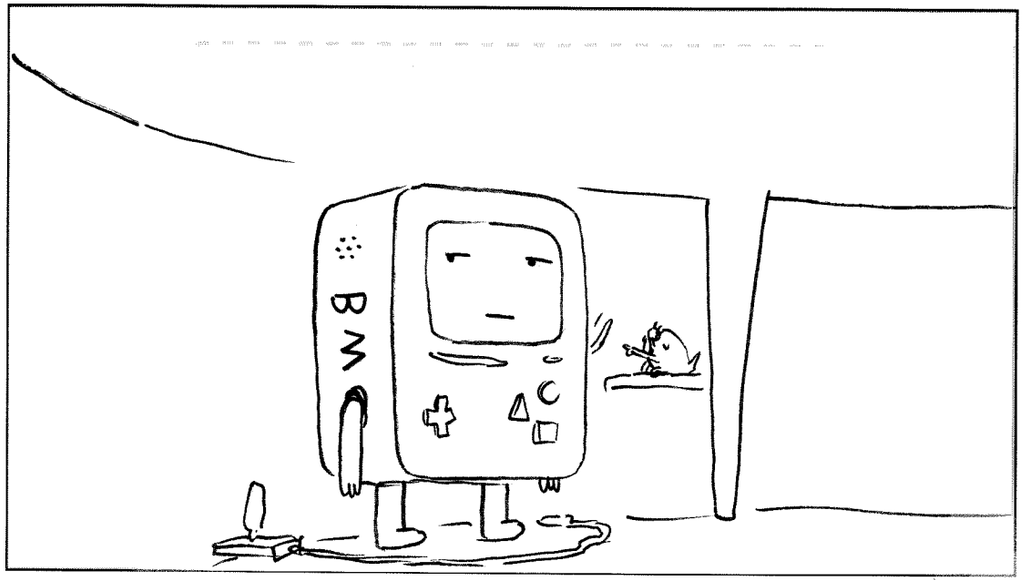
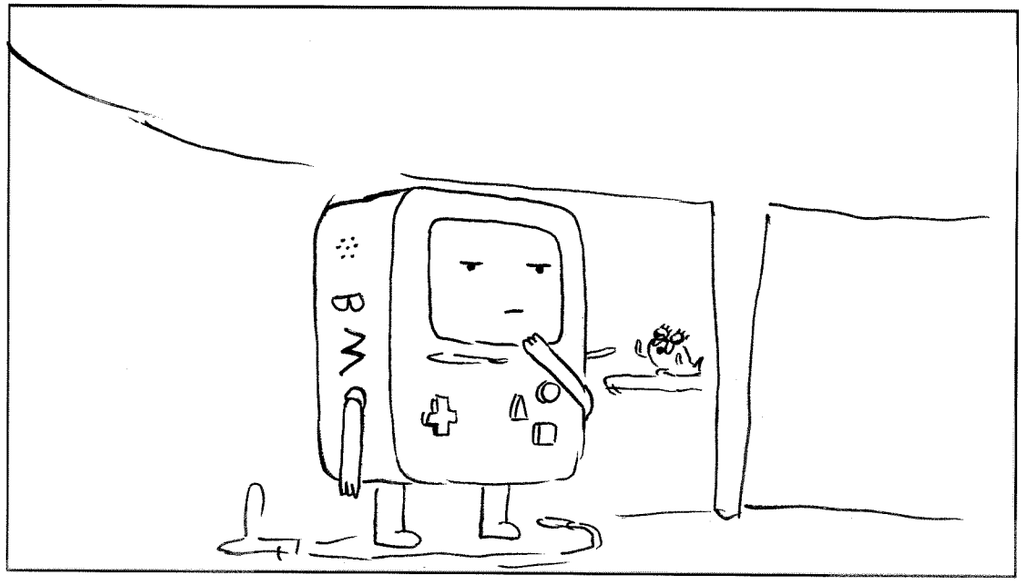
ADVENTURE TIME

Sc. 08 Pnl. E Bg. day night



Sc. 08 Pnl. F Bg. day night



Dialog: (F+J voices get Quiet) V.O. BMO: [redacted] it LOOKED [redacted] like A [redacted]
TOUGH CASE
TO CRACK

Action:

* EPISODE IS IN HIGH-CONTRAST B+W UNTIL SC. ___
(WHEN F+J RETURN HOME)

Timing:

EPISODE # 100895

Production :

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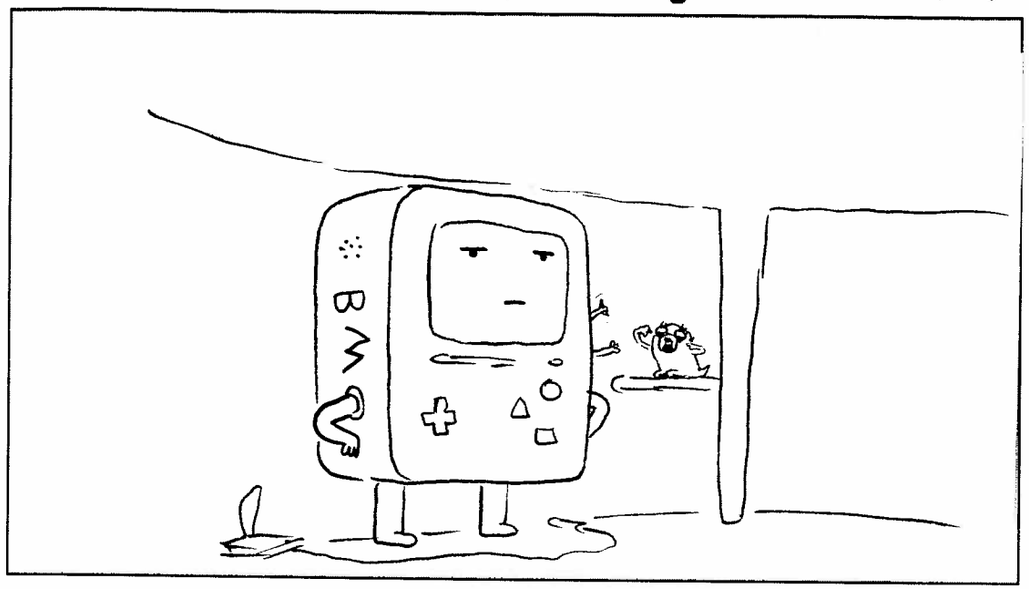
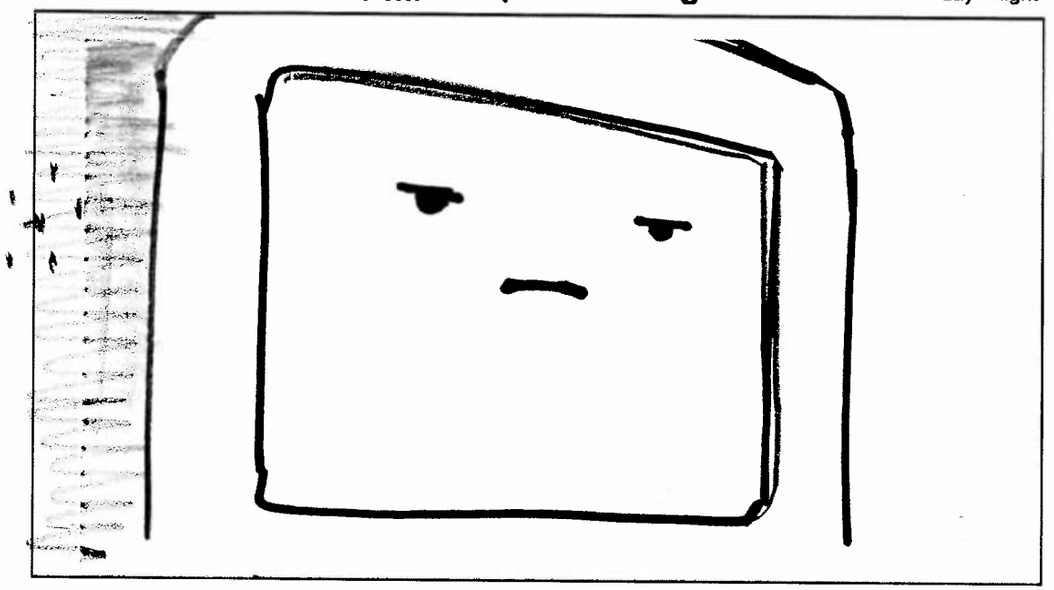
ADVENTURE TIME

Page 13

Sc. 08 Pnl. G Bg. day night



Sc. 09 Pnl. A Bg. day night



Dialog:

V.O. (BMO:) But I HATE to see GOOD FRIENDS Fight ~~So I DECIDED To TAKE THE CASE~~ So I DECIDED TO TAKE THE CASE

Action:

Timing:

EPISODE # 100895

Production :

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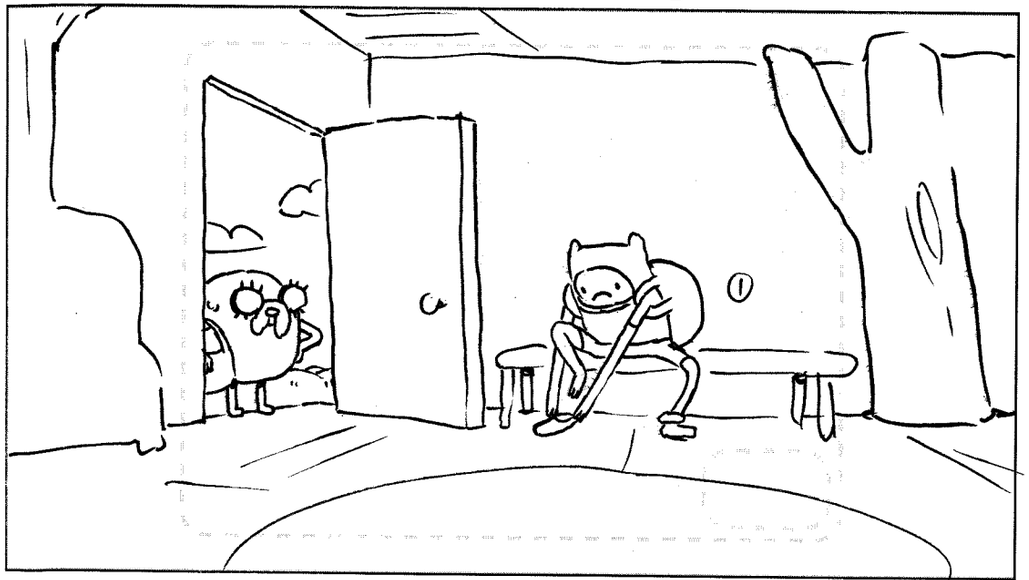
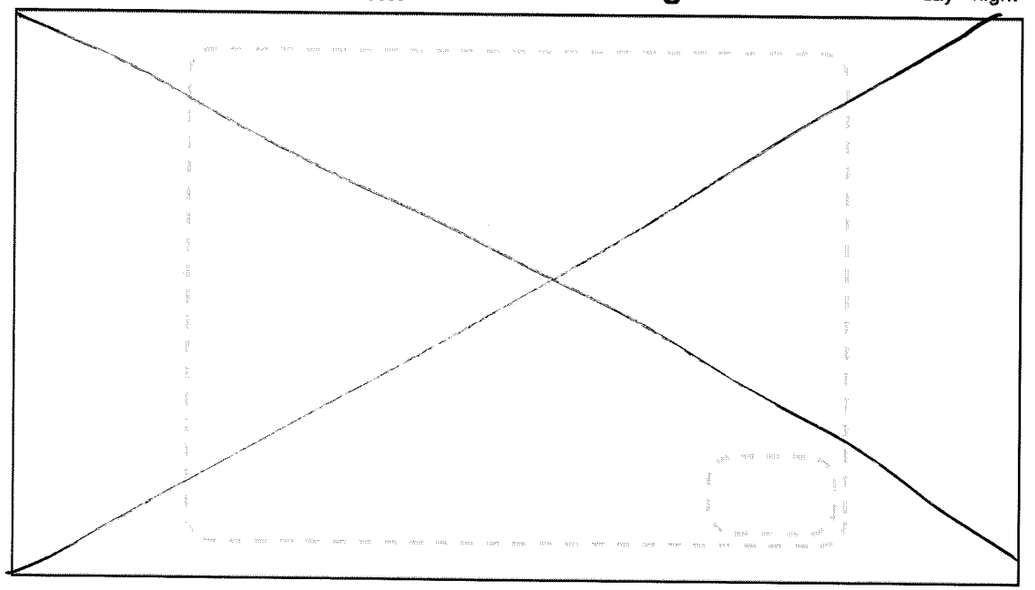
ADVENTURE TIME

Page 14

Sc. 10 Pnl. A Bg. day night



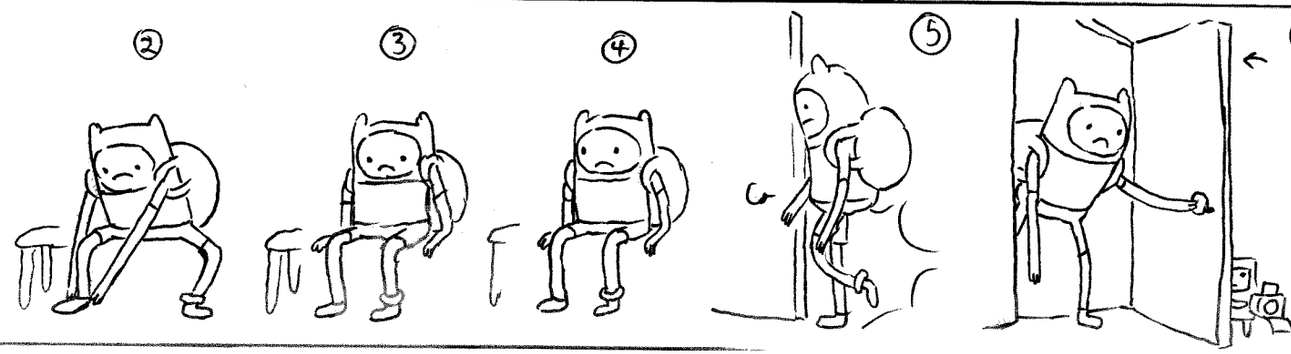
Sc. Pnl. Bg. day night



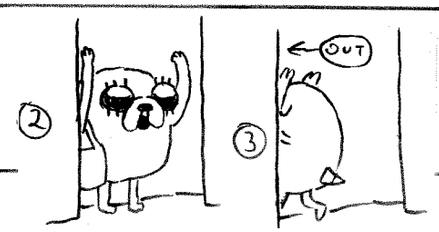
Dialog:

Action:

Timing:



V.O. BMO: I STARTED [redacted] BY THE OTHER SOCK



FLASH

EPISODE # 100895

Production :

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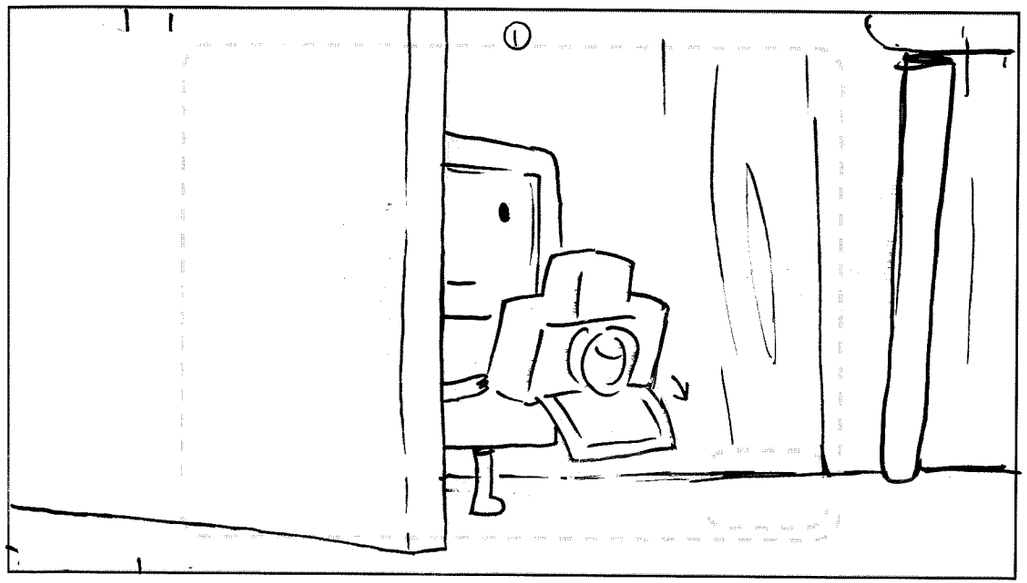
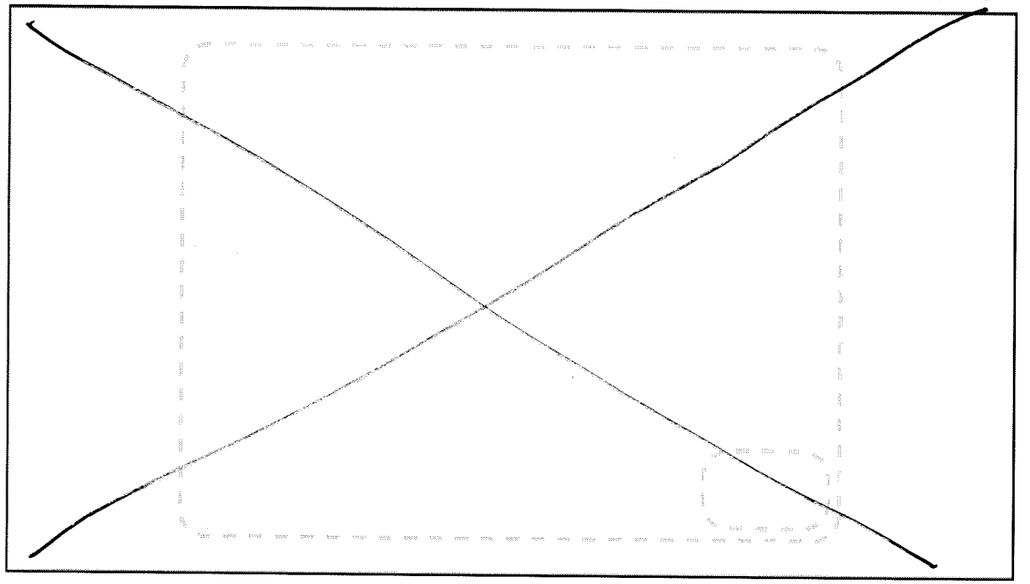
ADVENTURE TIME

Page 15

Sc. 11 Pnl. A Bg. day night



Sc. Pnl. Bg. day night

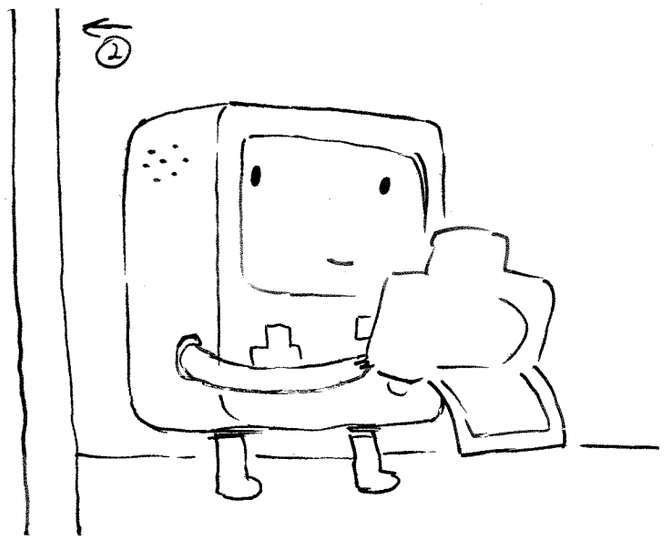


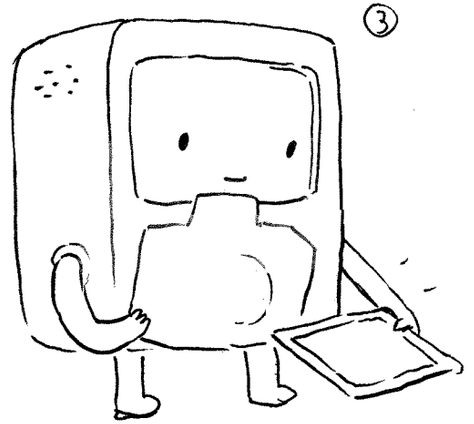
EPISODE # 100895

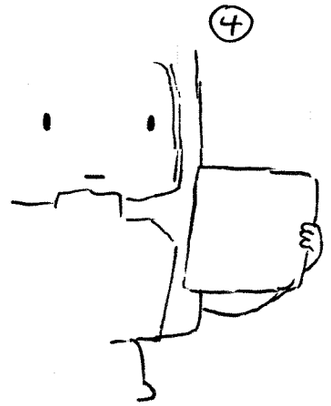
Dialog:

Action:

Timing:







Production :

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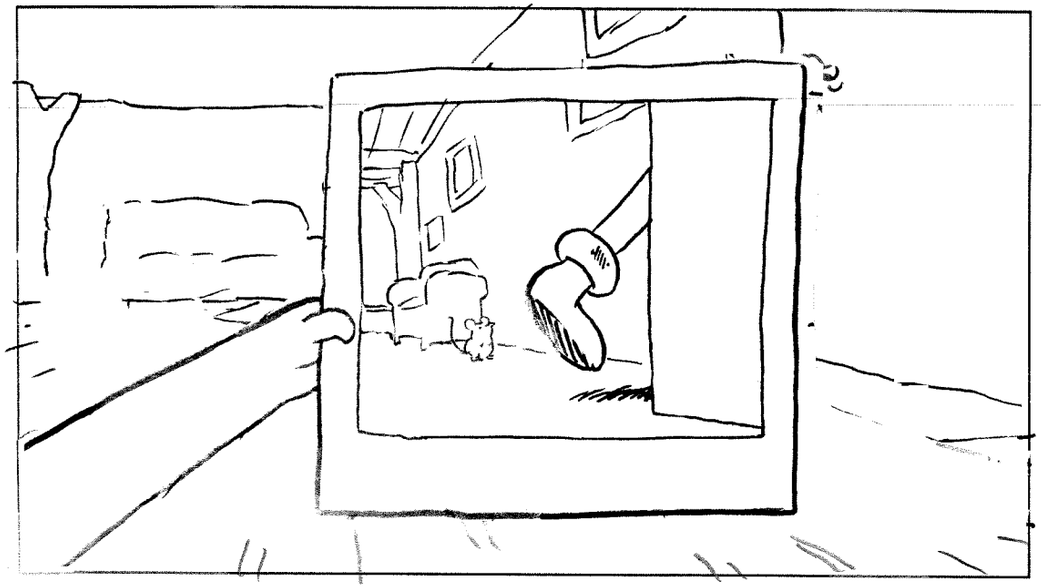
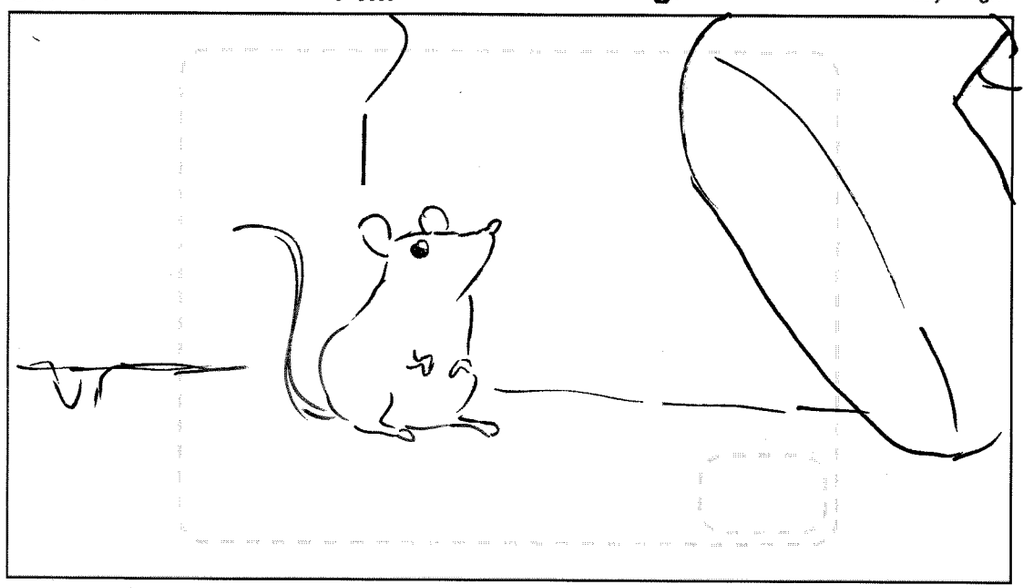
ADVENTURE TIME

Sc. 12 Pnl. A Bg. day night



Sc. 13 Pnl. A Bg. day night



Dialog:

O.S. (BMO:) HMMM

O.S. BMO - *GASP* RONNIE!

Action:

(C.U. OF PICTURE)

Timing:

EPISODE # 100895

Production :

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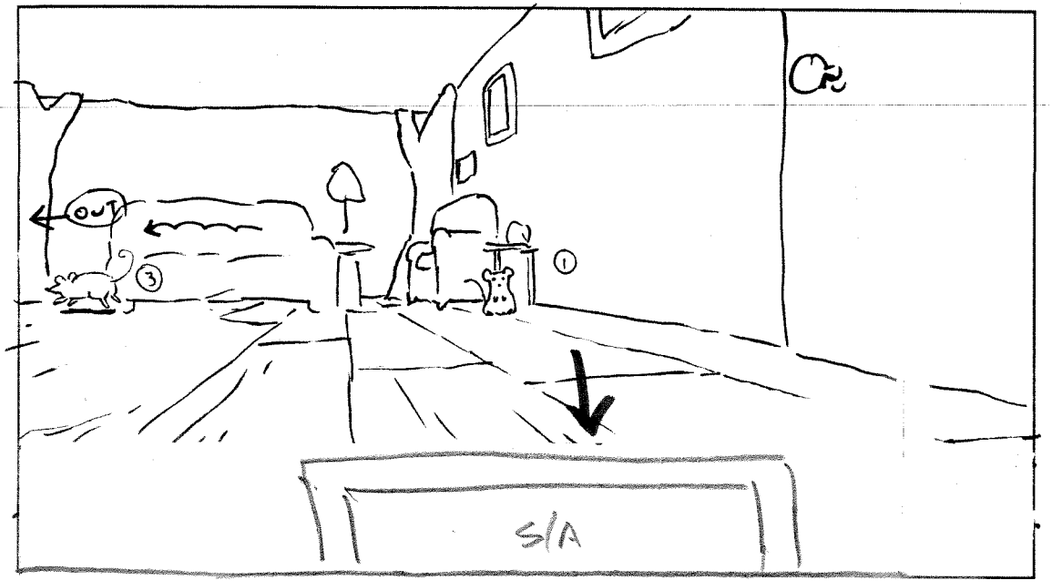
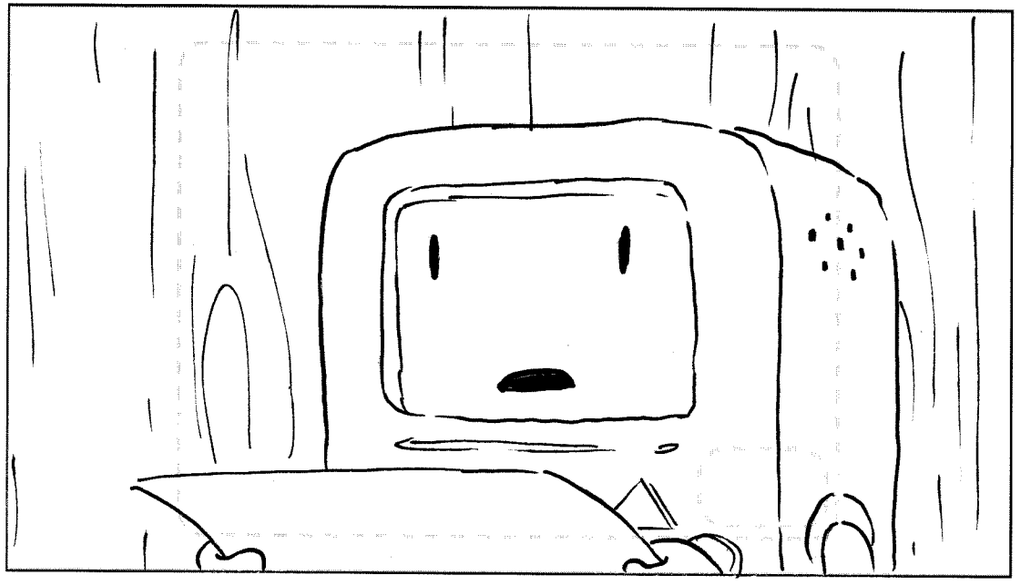
ADVENTURE TIME

Sc. 14 Pnl. A Bg. day night



Sc. 15 Pnl. A Bg. day night



Dialog:

V.O. (BMO: IT LOOKED LIKE I HAD A GUILTY MOUUUSE!

Action:

(Pulls PICTURE DOWN)

Timing:

EPISODE # 100895

Production : 4

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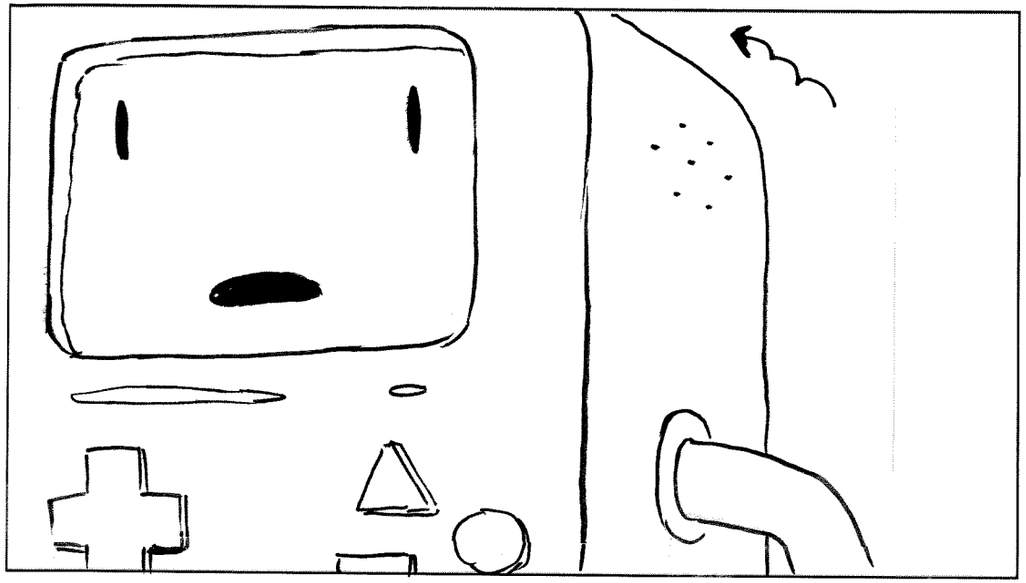
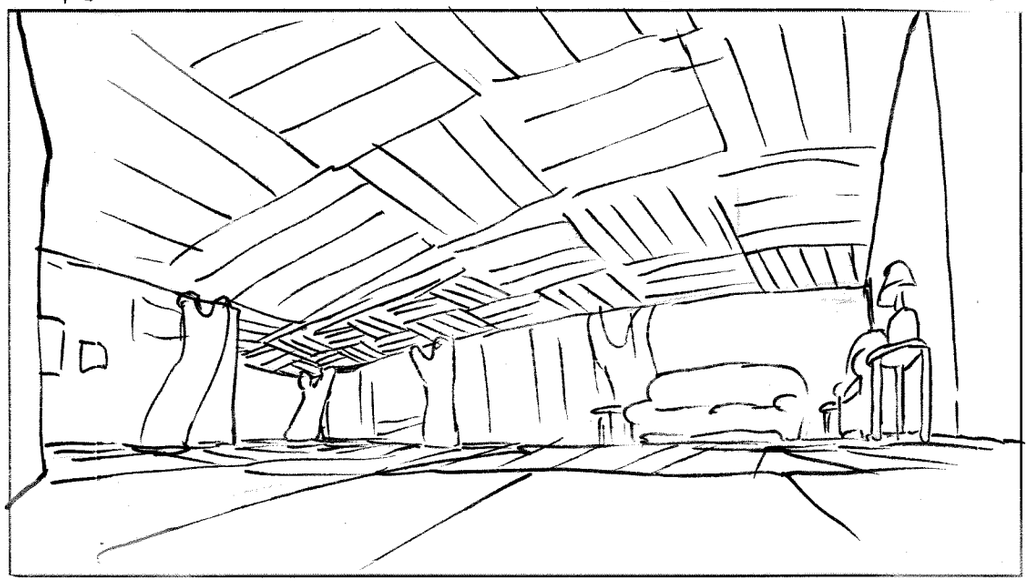
ADVENTURE TIME

Page 18

Sc. 15 Pnl. B Bg. day night



Sc. 16 Pnl. A Bg. day night

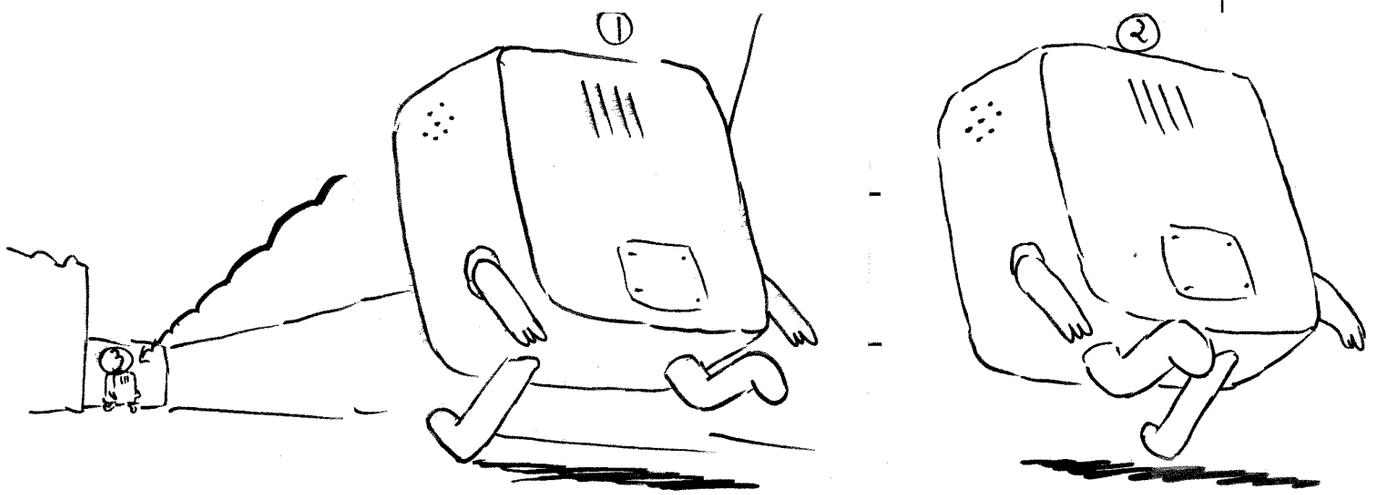


EPISODE # 100895

Dialog:

Action:

Timing:



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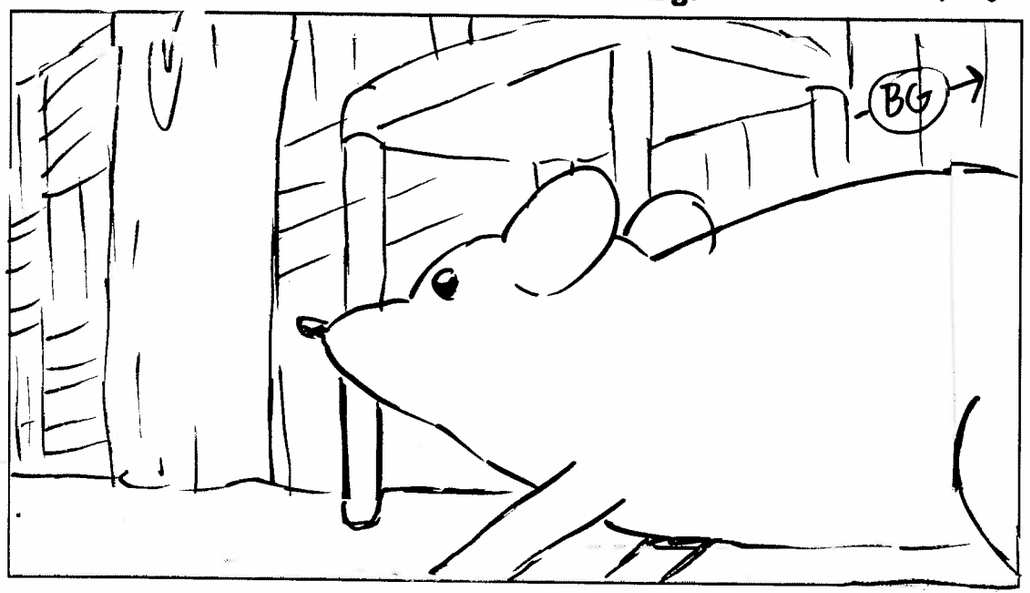
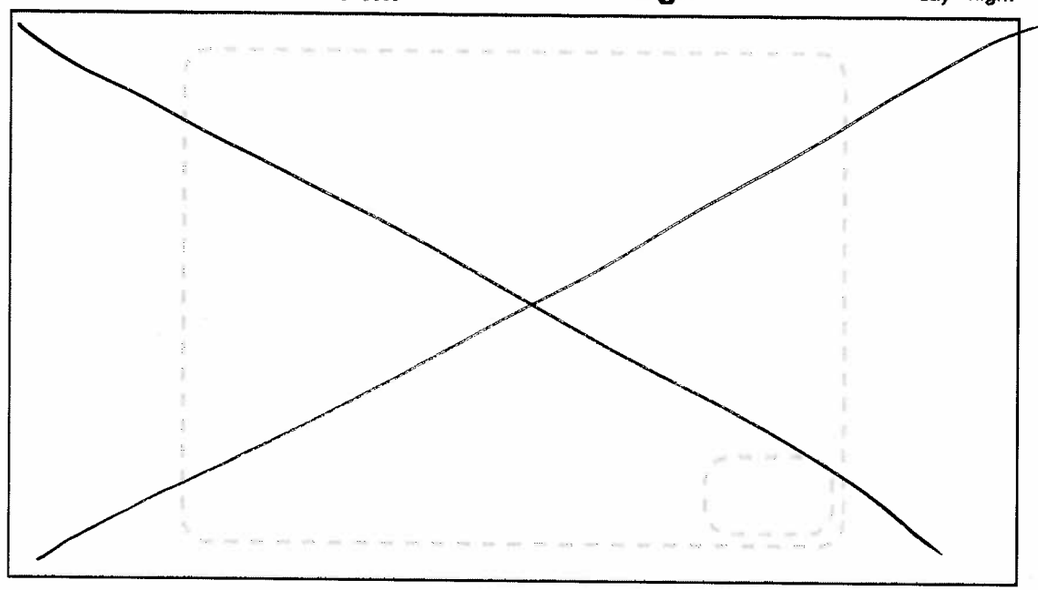
ADVENTURE TIME

Page 19

Sc. 17 Pnl. A Bg. day night



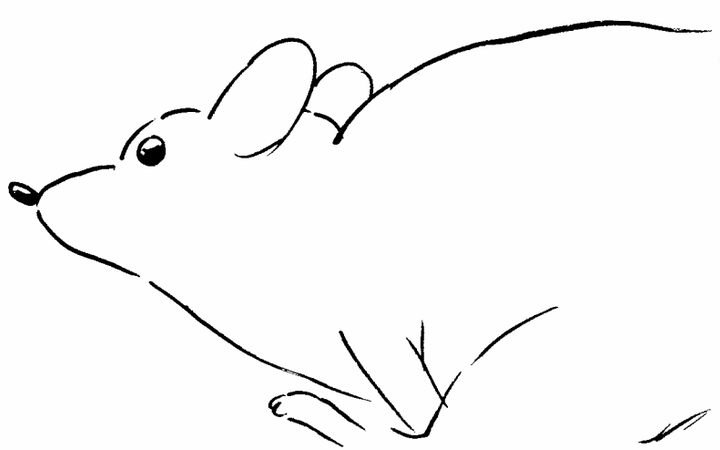
Sc. Pnl. Bg. day night

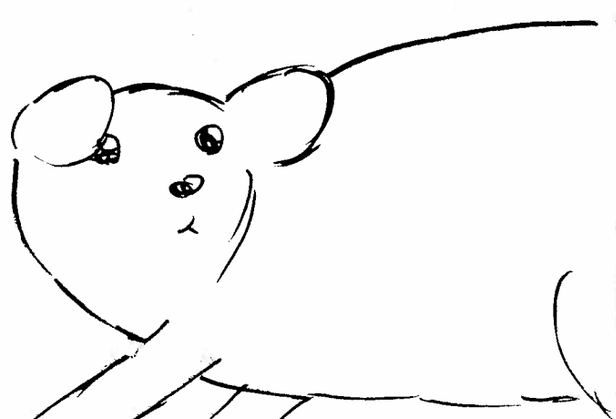


Dialog:

Action:

Timing:





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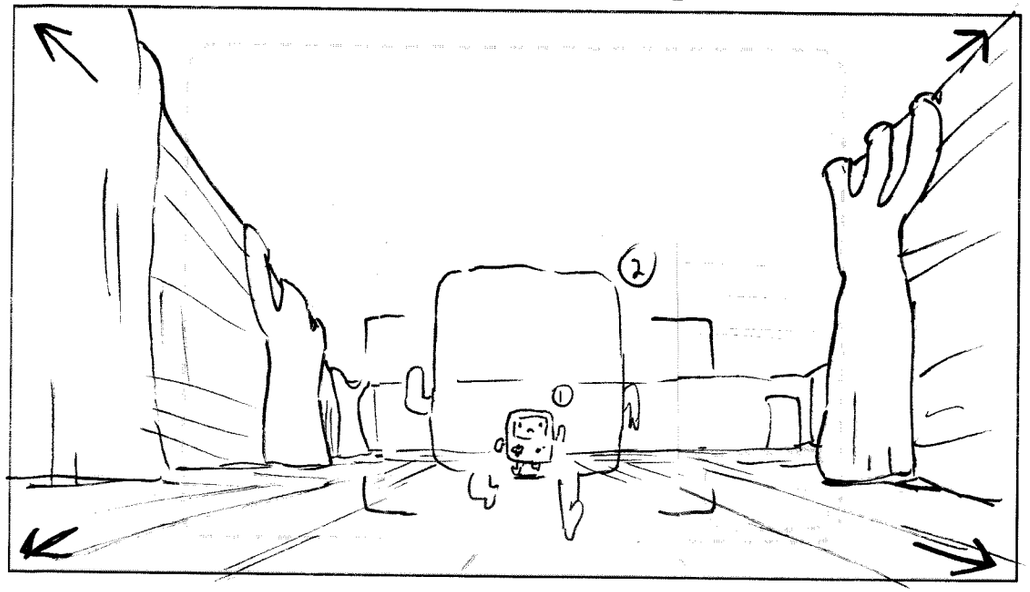
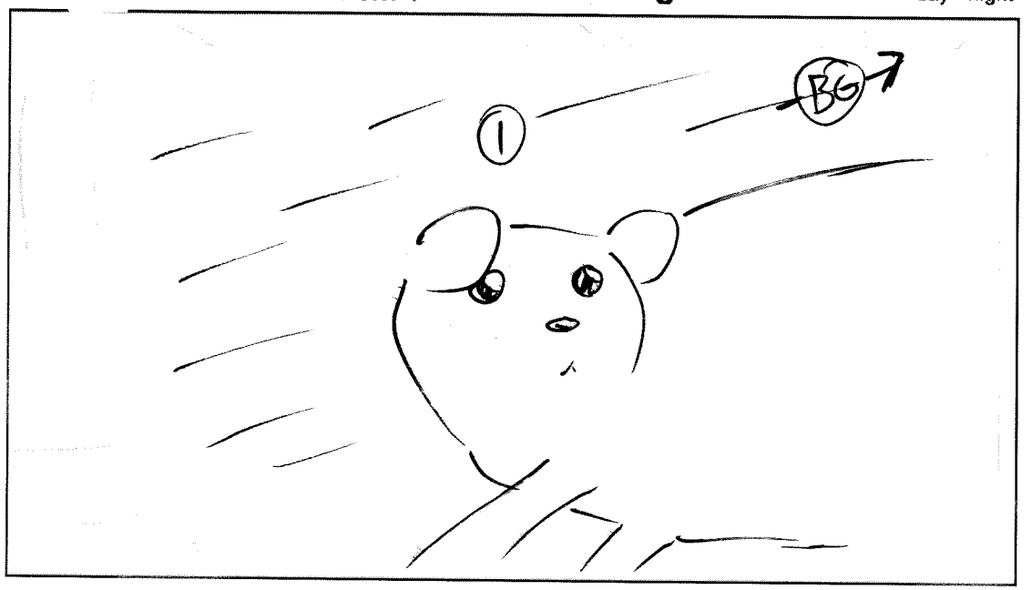
ADVENTURE TIME

Page 20

Sc. 18 Pnl. A Bg. day night



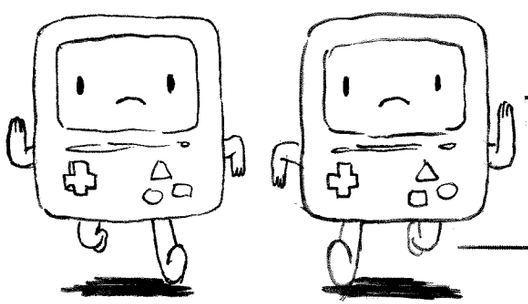
Sc. 19 Pnl. A Bg. day night



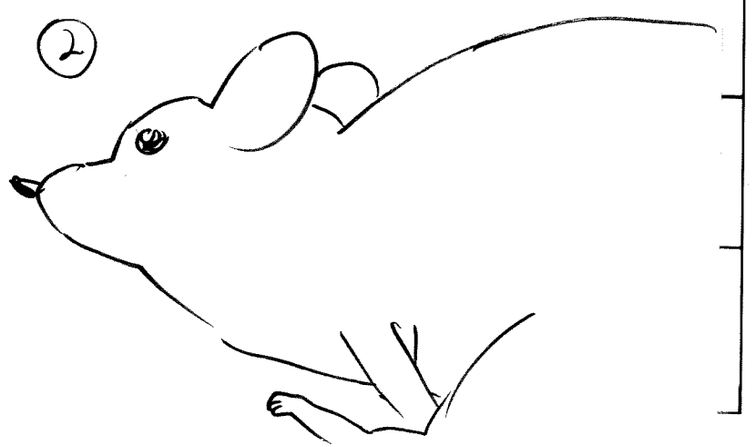
Dialog:

Actio

Timin



zoom out
keeping up
with BMO



EPISODE # 100895

Production :

7

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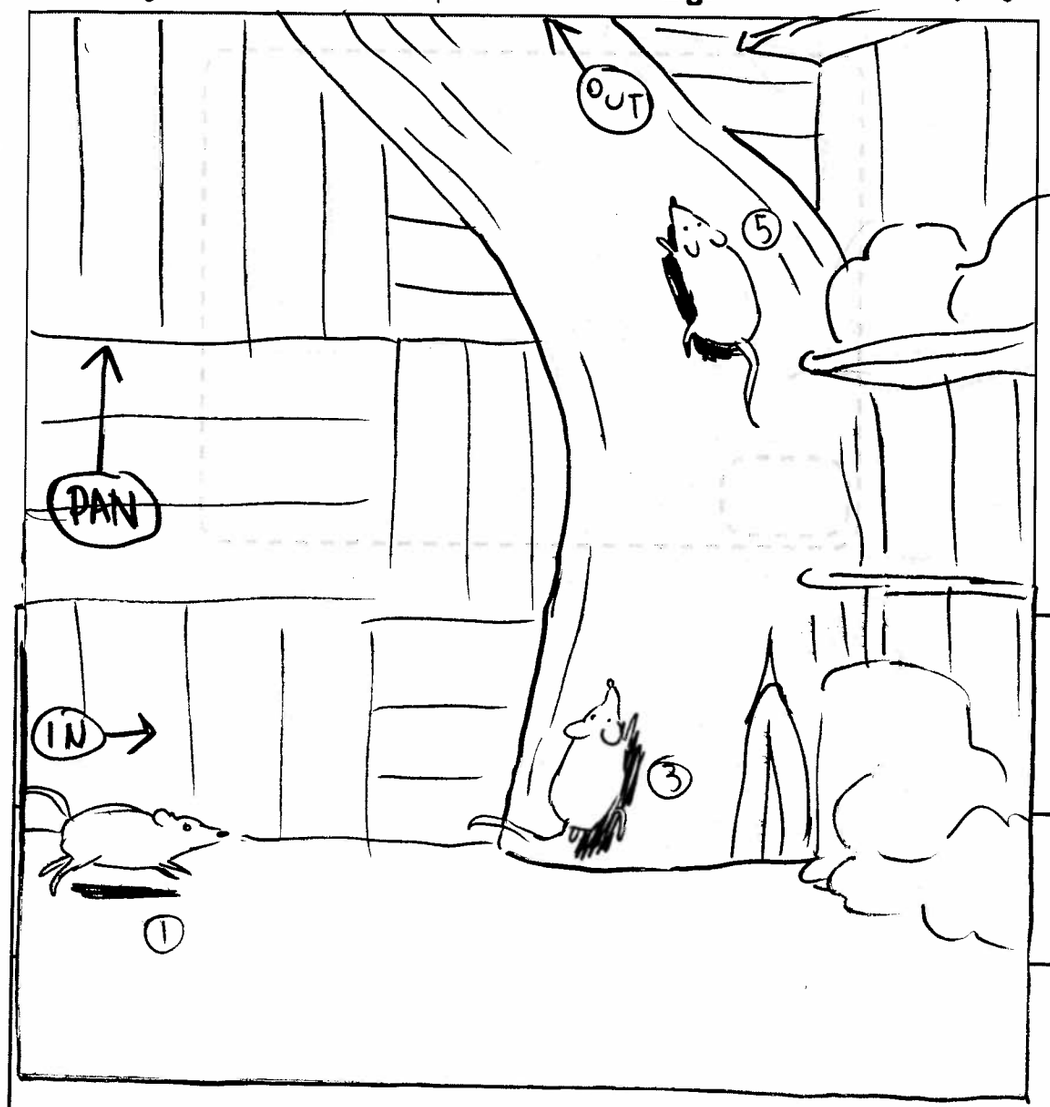
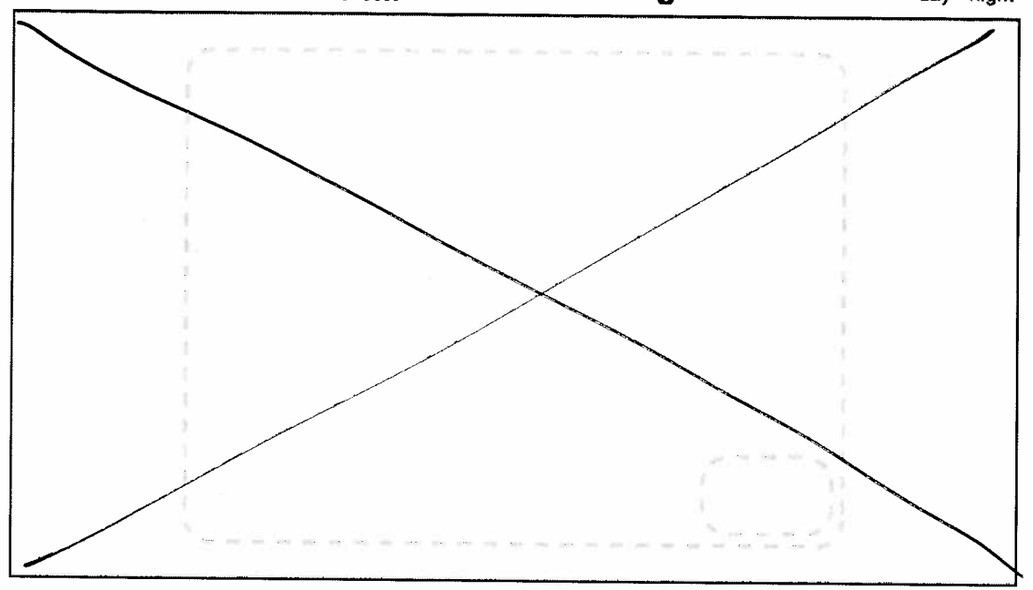
ADVENTURE TIME

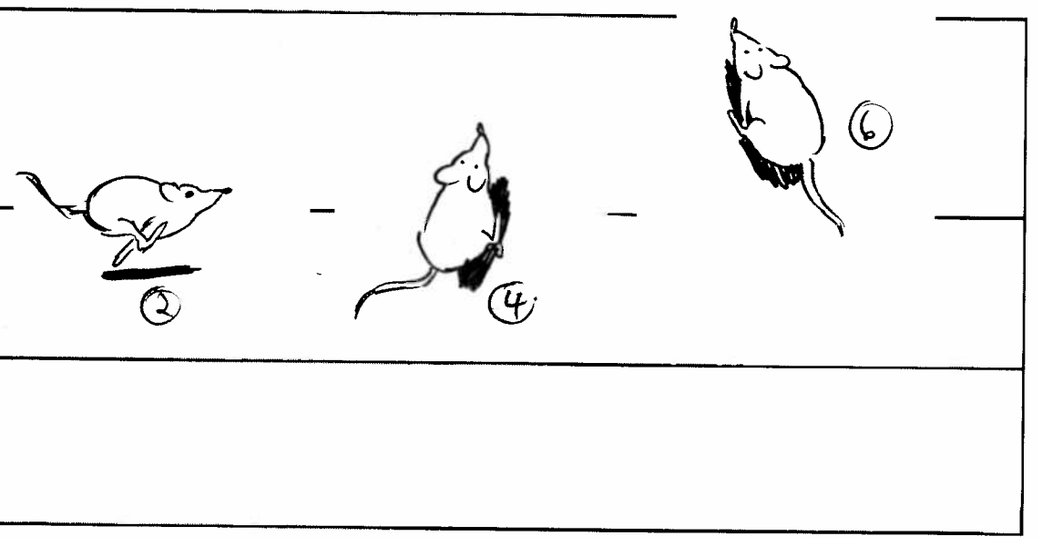
Page 21

Sc. 20 Pnl. A Bg. day night



Sc. Pnl. Bg. day night





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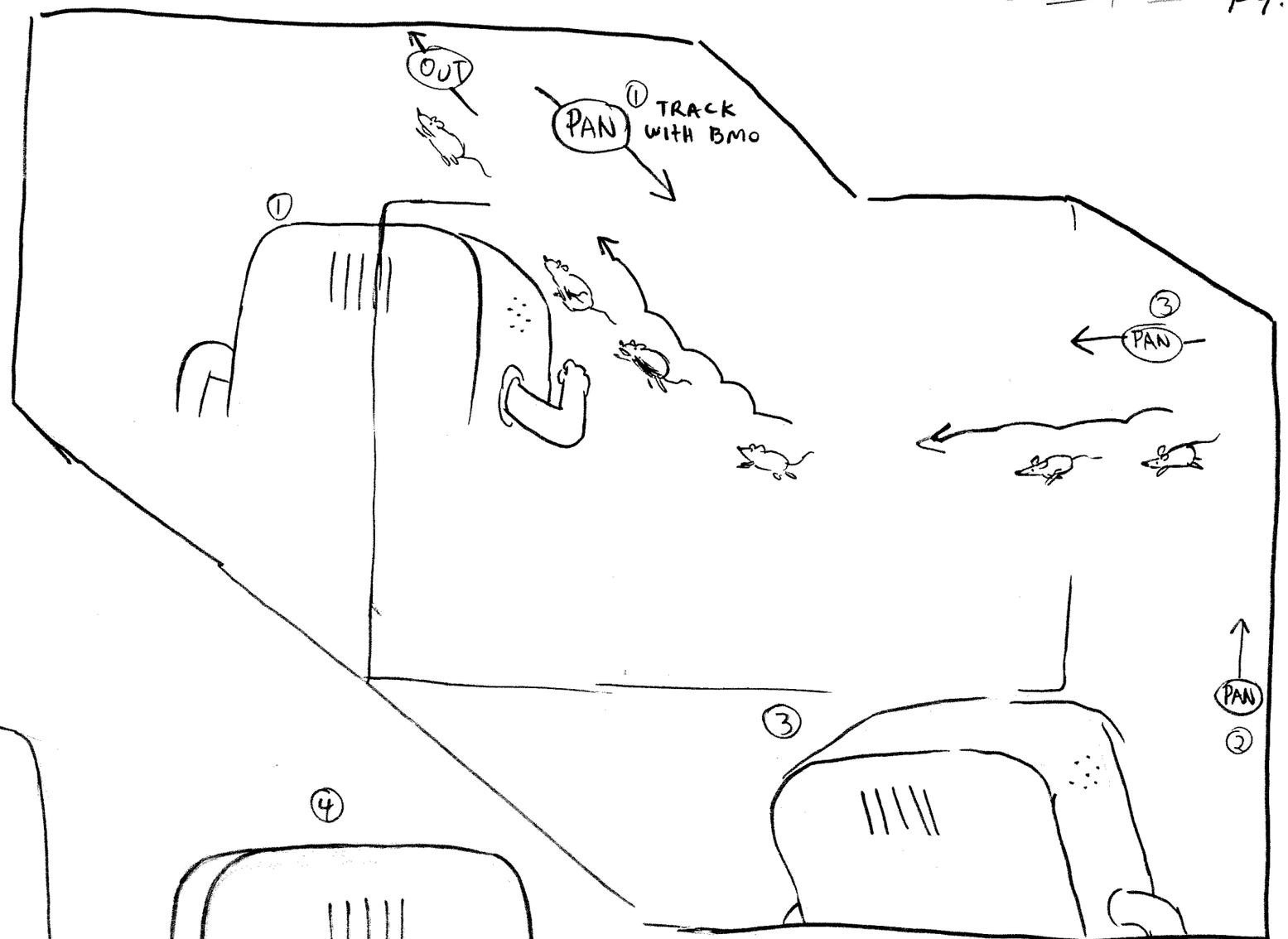
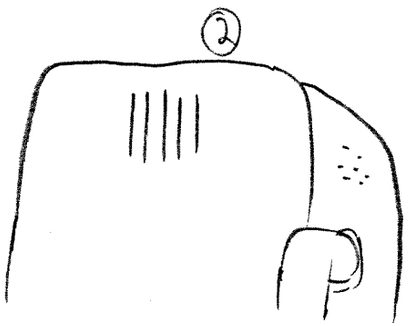
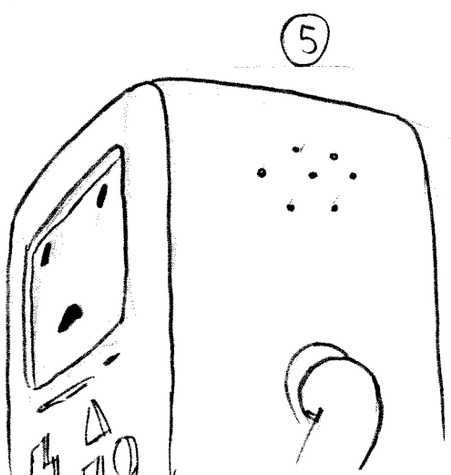
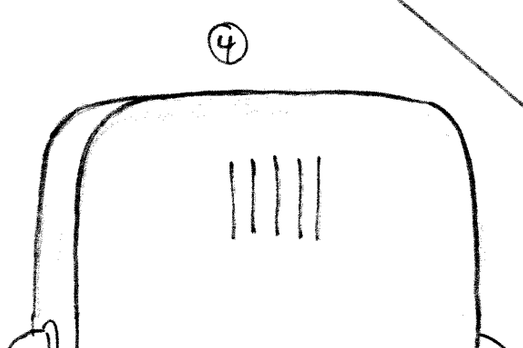








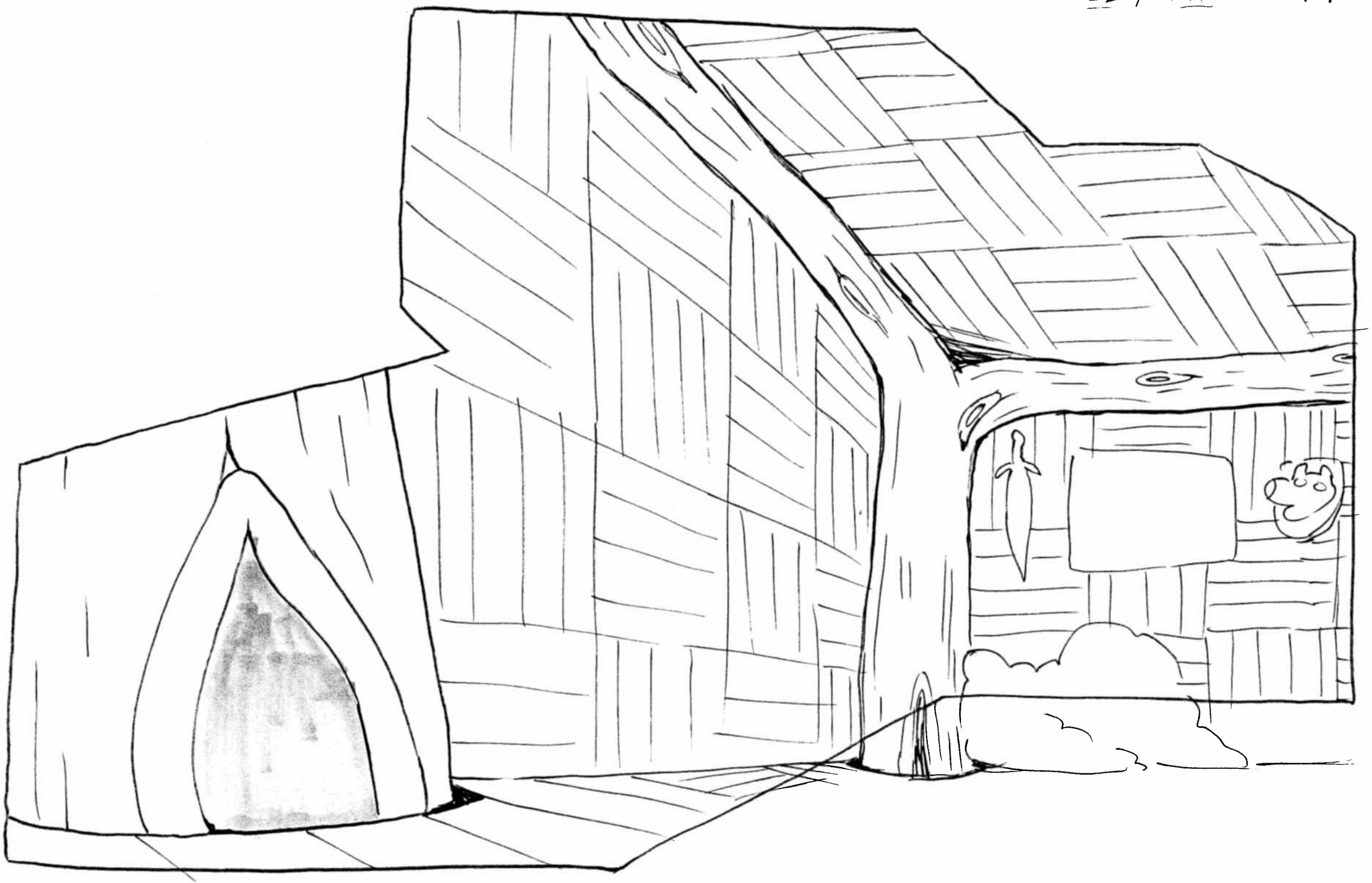
(BMO TURNS to Follow RONNIE)

(BMO: *GASP*

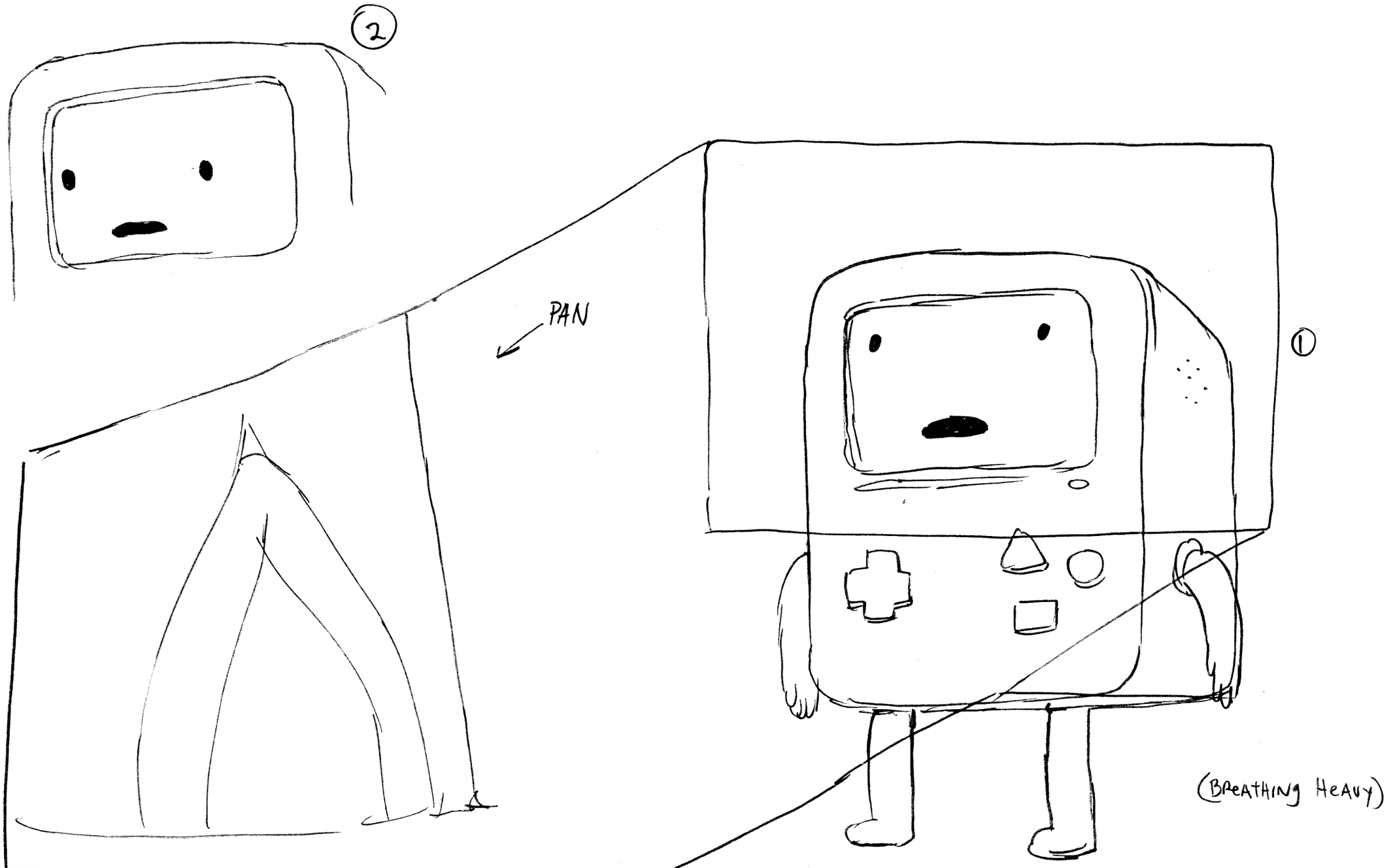
(stop, Looks up sees RONNIE)

100895

SC 22 pnl A P9.23



100895



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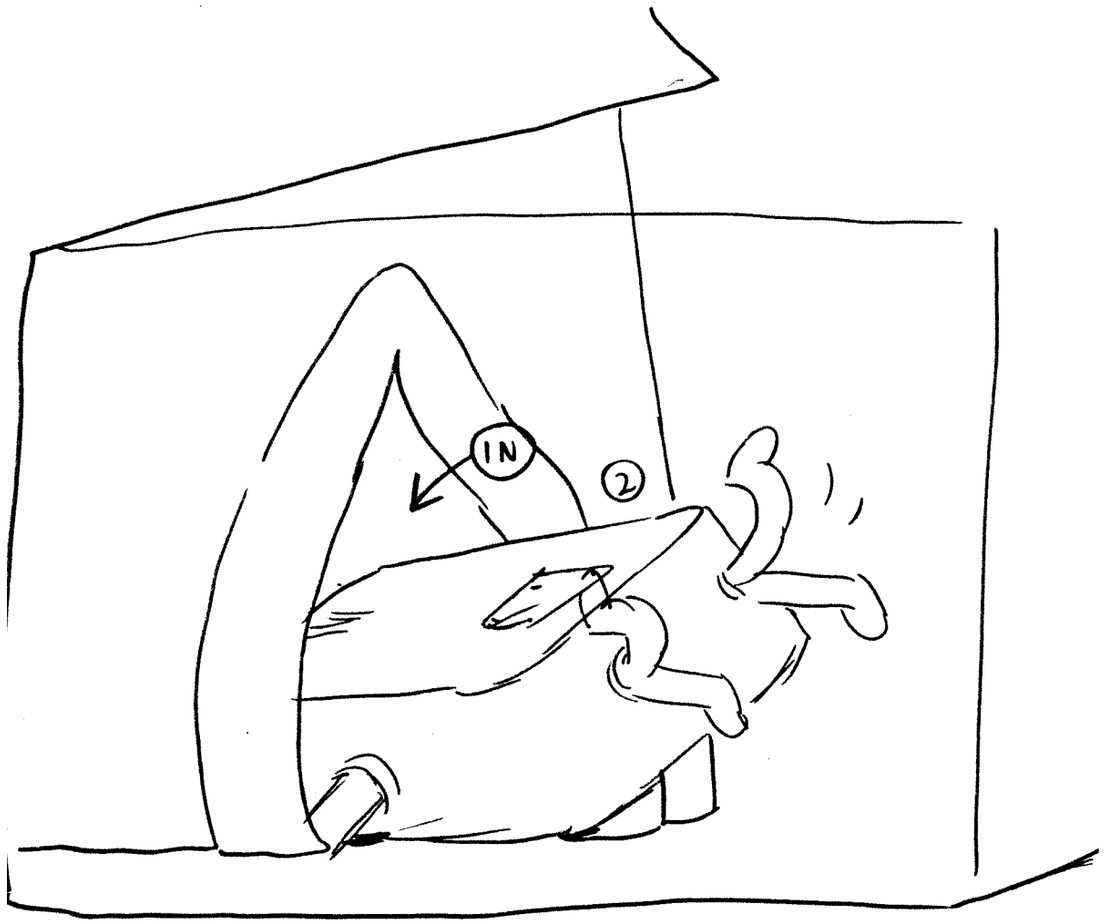

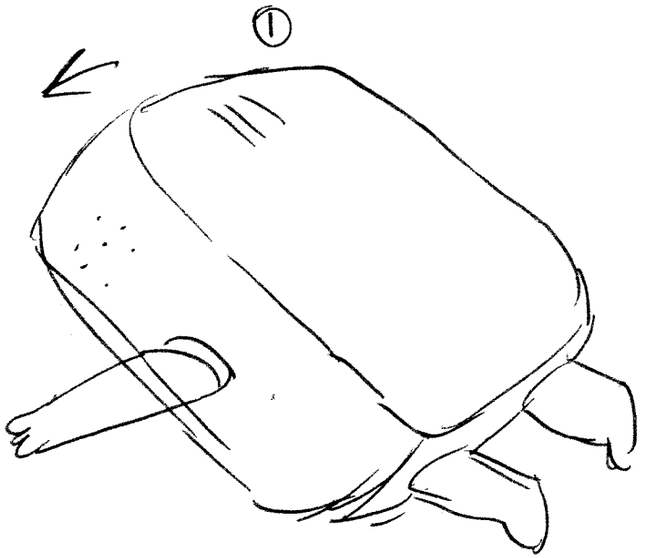

100895

ADVENTURE TIME

Page 26

Sc. 25 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

PAN

Dialog

Action

Timing

night

EPISODE # 100895

Production :

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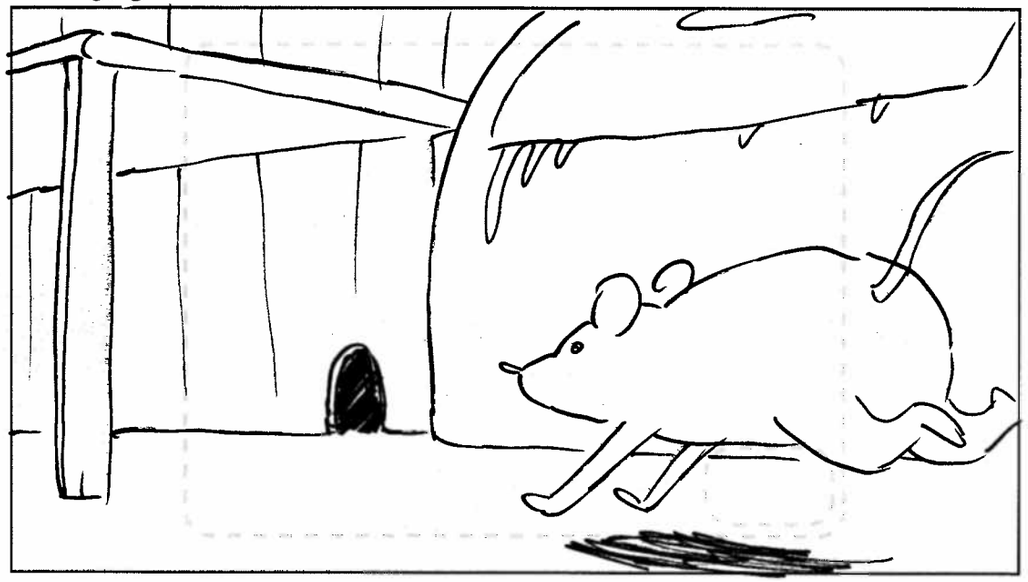
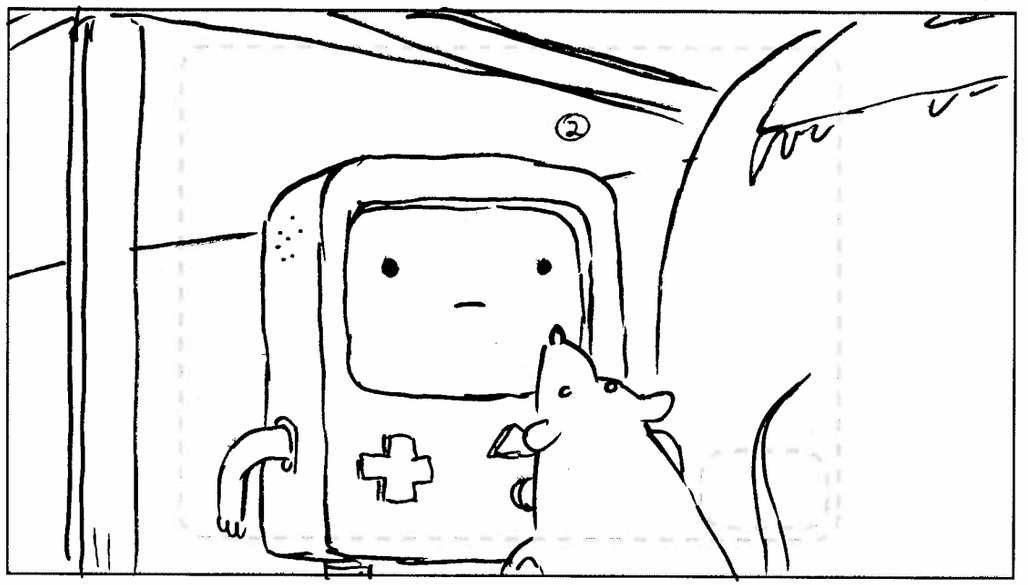
ADVENTURE TIME

Page 27

Sc. 25 Pnl. B Bg. day night



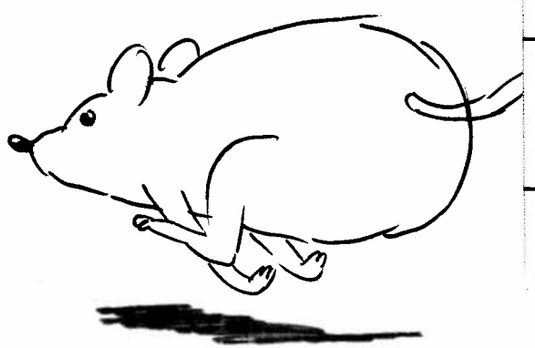
Sc. 25 Pnl. C Bg. day night

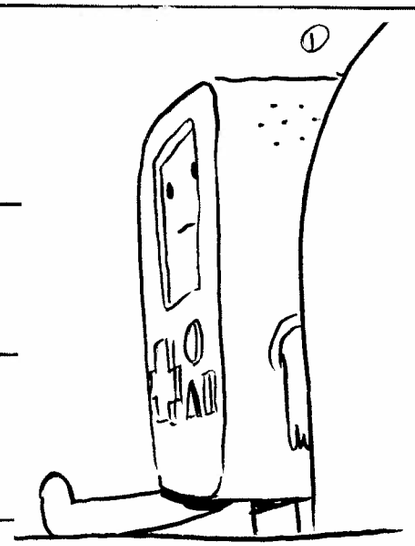


Dialog:

Action: (ZOOM WITH RONNIE)

Timing:





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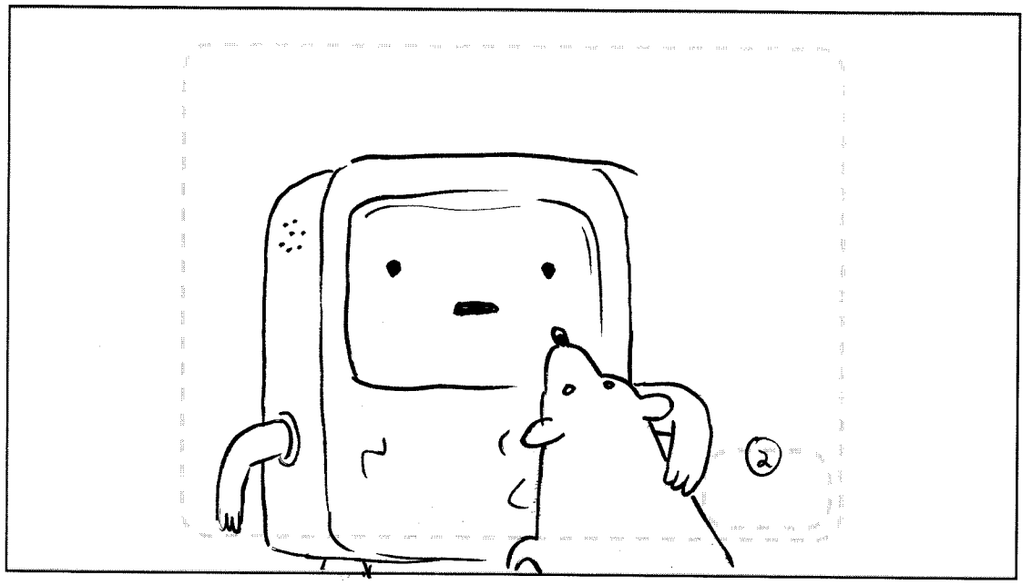
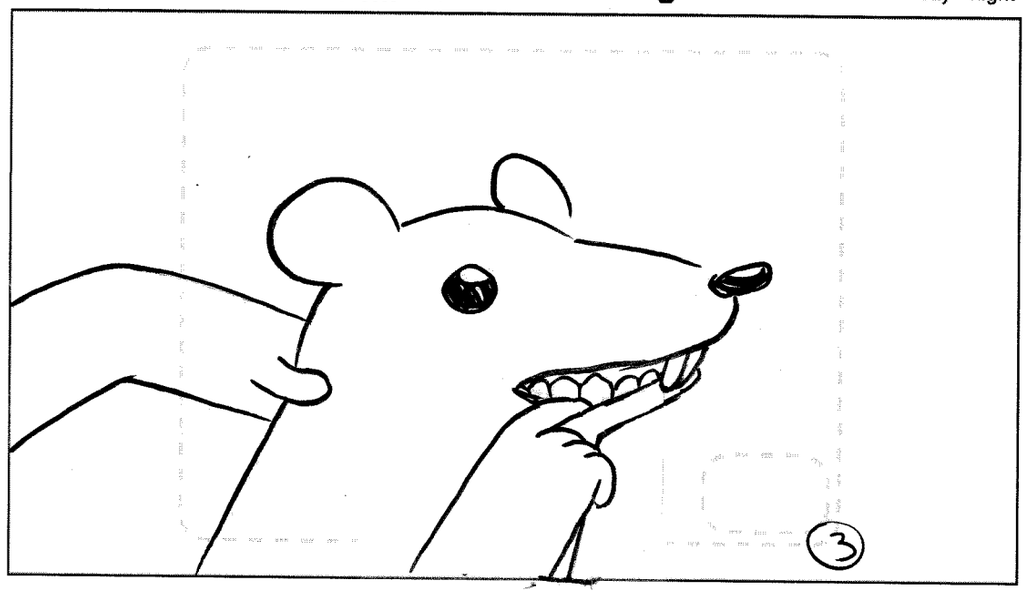
ADVENTURE TIME

Sc. 25 Pnl. D Bg. day night



Sc. 26 Pnl. A Bg. day night



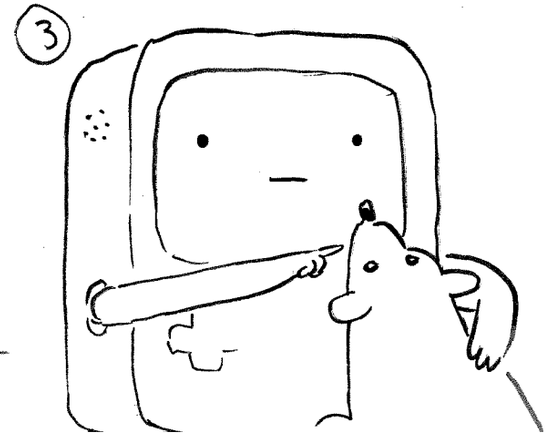
EPISODE # 100895

Dialog:

BMO 2 . . . Hello RONNIE

(Finger moves lip up and down with words)

RONNIE WHAT DO YOU WANT BMO?



Production :

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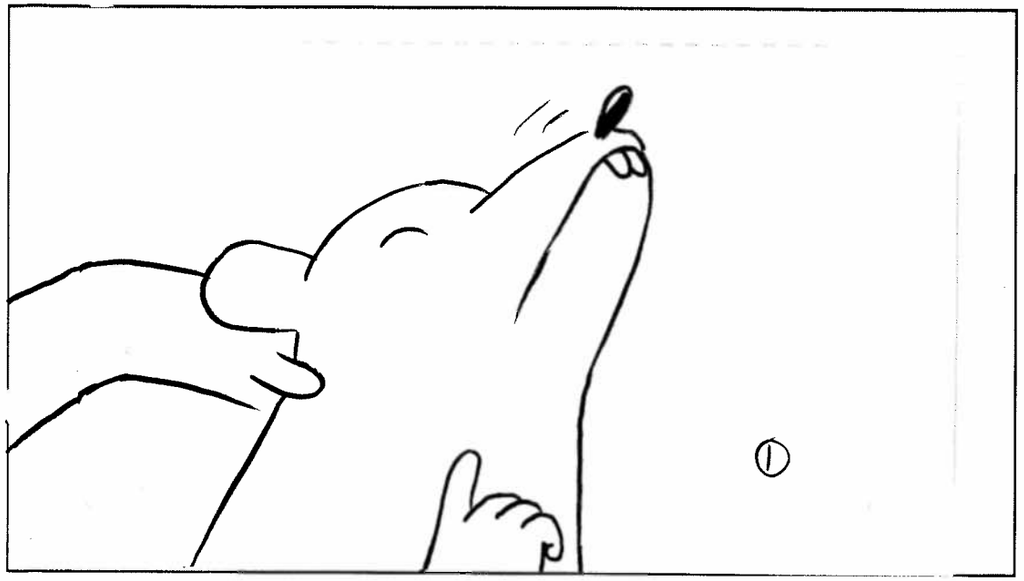
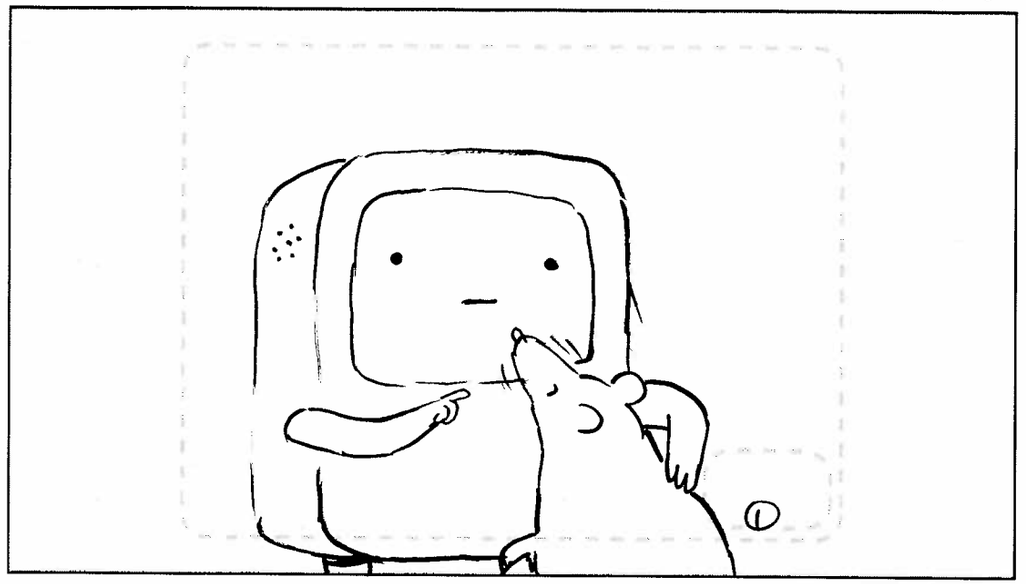
ADVENTURE TIME

Page 29

Sc. 26 Pnl. B Bg. day night



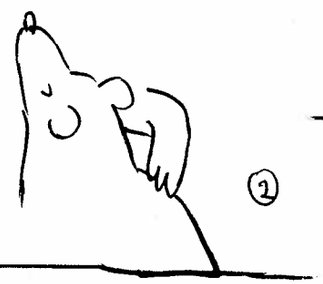
Sc. 27 Pnl. A Bg. day night



Dialog:

Action

Timing



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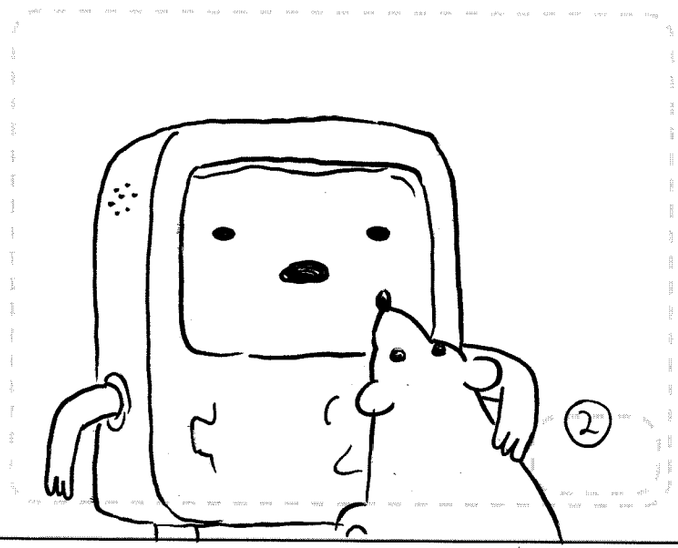
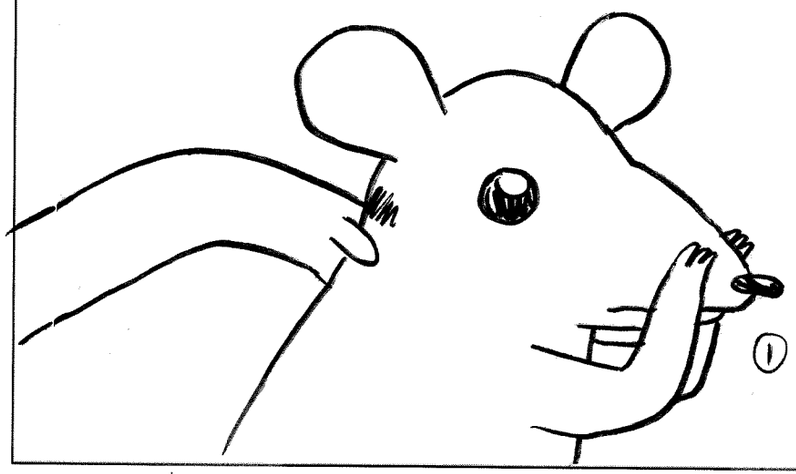
ADVENTURE TIME

Page 30

Sc. 27 Pnl. B Bg. day night



Sc. 28 Pnl. A Bg. day night



EPISODE # 100895

Dialog:

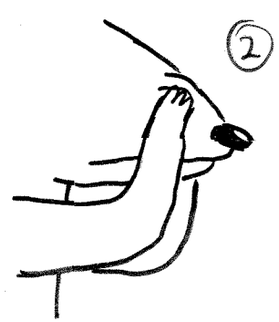
BMO ② WHERE IS FINN'S SOCK?

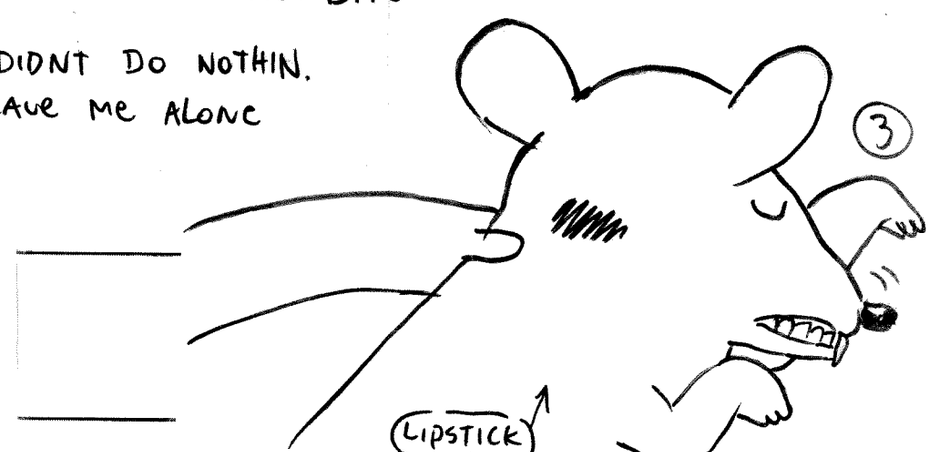
RONNIE: I DON'T KNOW WHAT YOU'RE TALKIN ABOUT BMO

I DIDNT DO NOTHIN. LEAVE ME ALONE

Action:

Timing:





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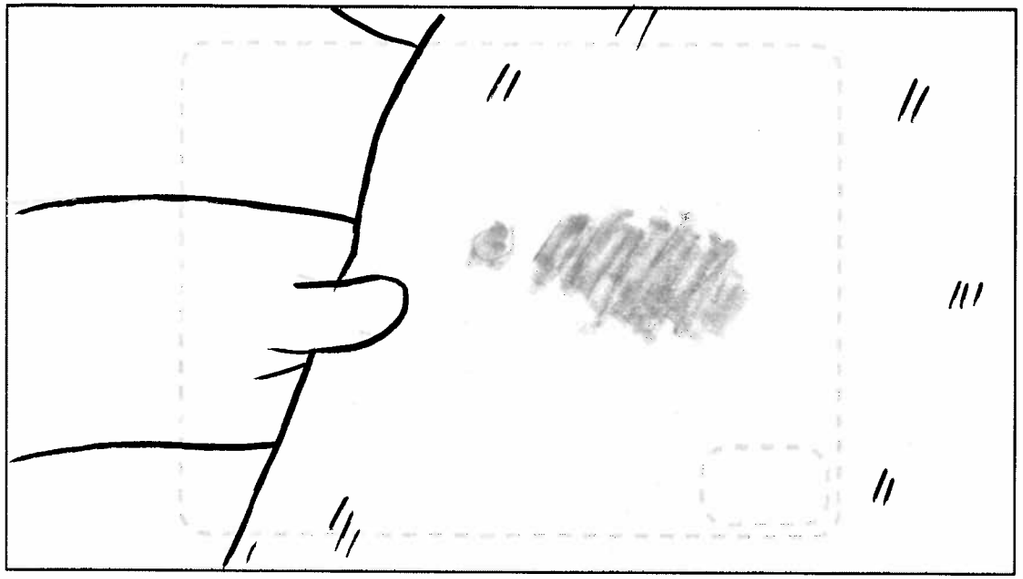
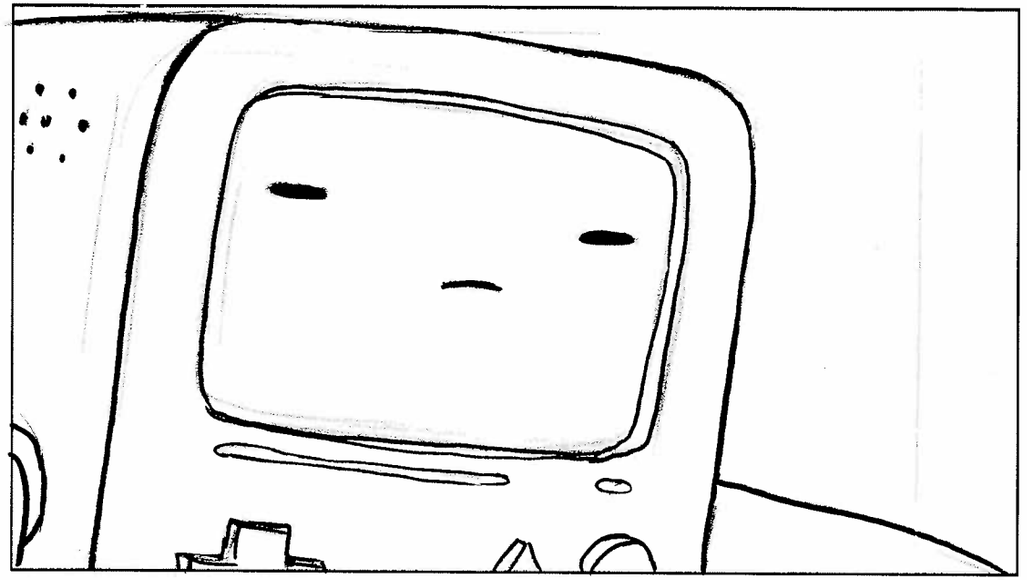
ADVENTURE TIME

Page 31

Sc. 29 Pnl. A Bg. day night



Sc. 30 Pnl. A Bg. day night



Dialog:

V.O. (BMO:) I KNEW THAT LIPSTICK ANY WHERE

(LIPSTICK SMUDGE)

Action:

(SLOW ZOOM IN)

(SLOW ZOOM IN)

Timing:

EPISODE # 100895

Production :

18

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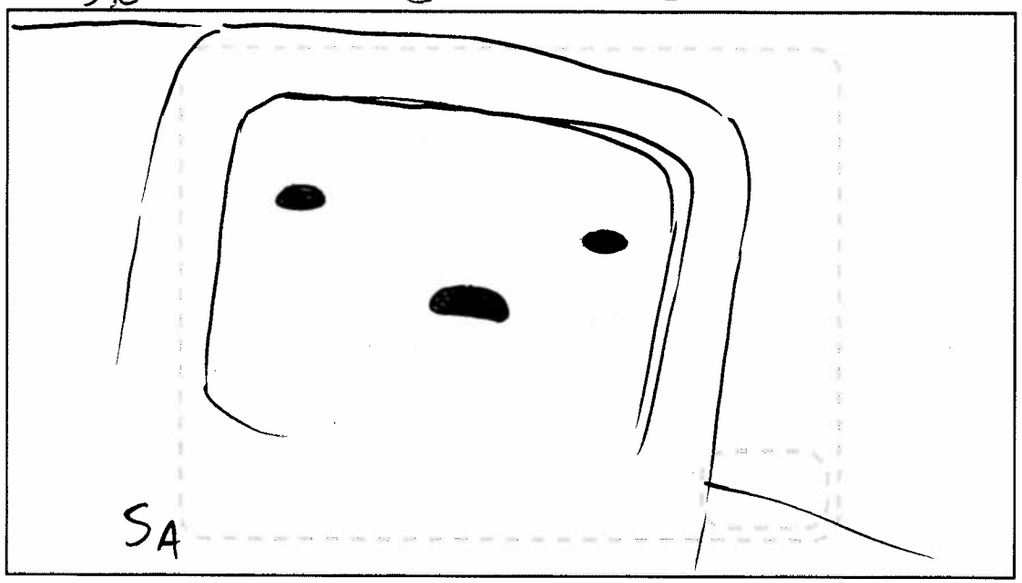
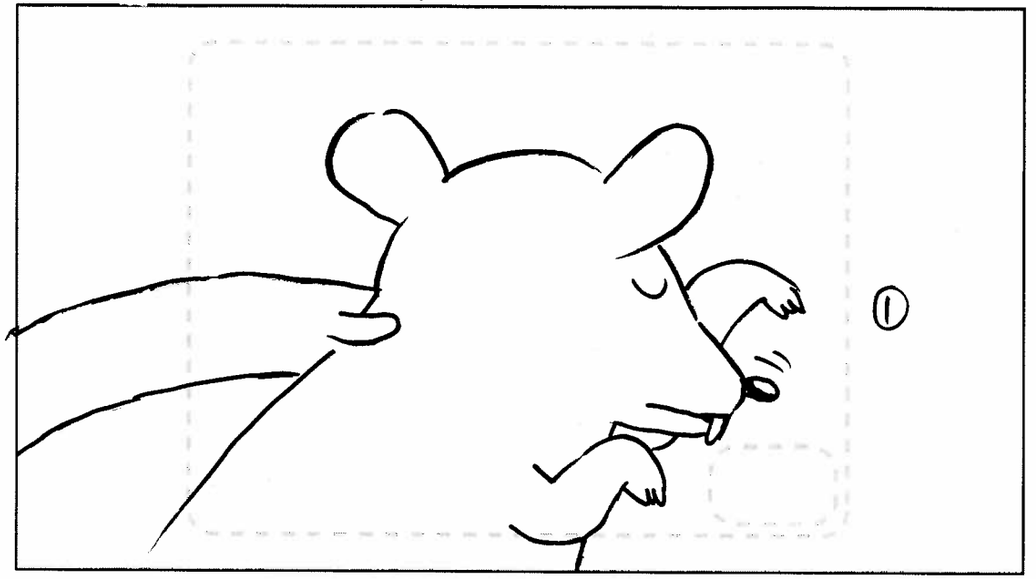
ADVENTURE TIME

Page 32

Sc. 30 Pnl. B Bg. day night



Sc. 31 Pnl. A Bg. day night



Dialog:

BMO: HOW IS LORAINE?

R: YOU STAY AWAY FROM HER! SHE IS WITH ME NOW, DO YOU HEAR?!

Action:

Timing:

EPISODE # 100895

Production : 19

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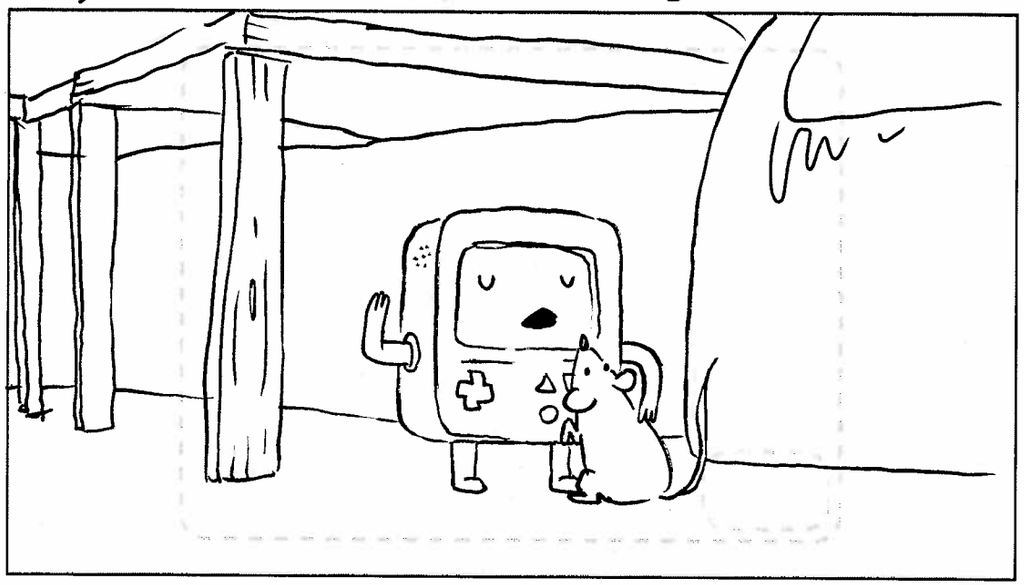
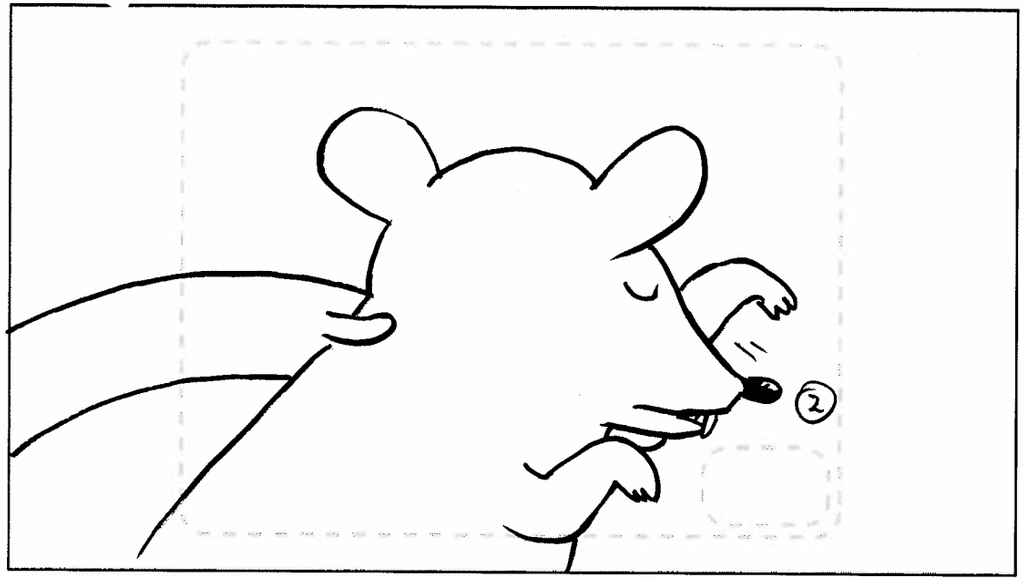
ADVENTURE TIME

Page 33

Sc. 32 Pnl. A Bg. day night



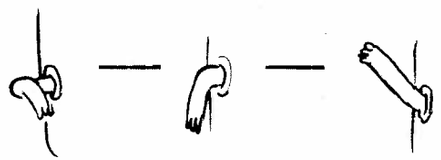
Sc. 33 Pnl. A Bg. day night



Dialog: BMO: BLOOB DOWN BIG GUY
ME AND LORAINE ARE DINOSAUR BONES

R: GOOD CAUSE I WOULD
BE SO JEALOUS

Action:



Timing:

EPISODE # 100895

Production :

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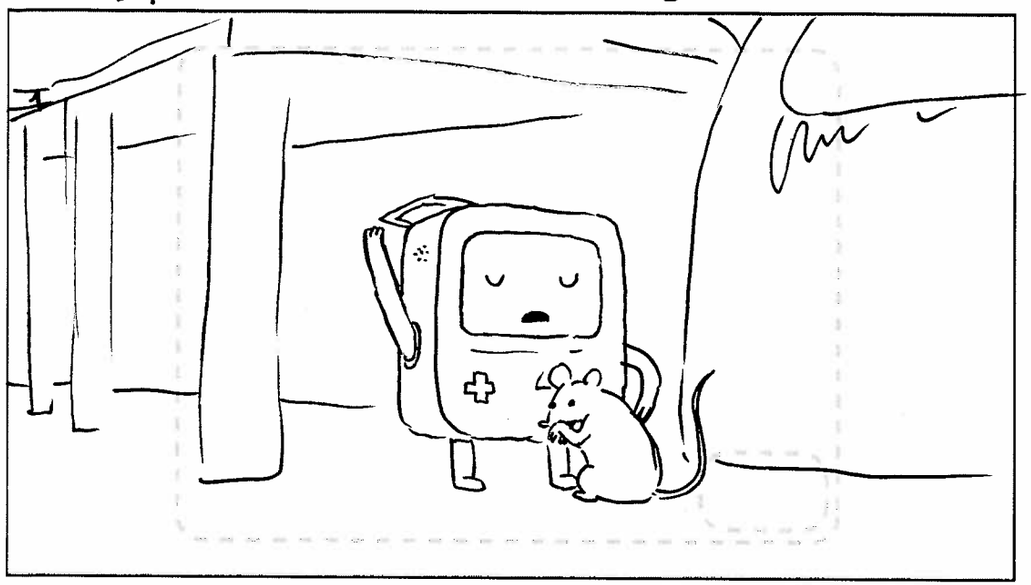
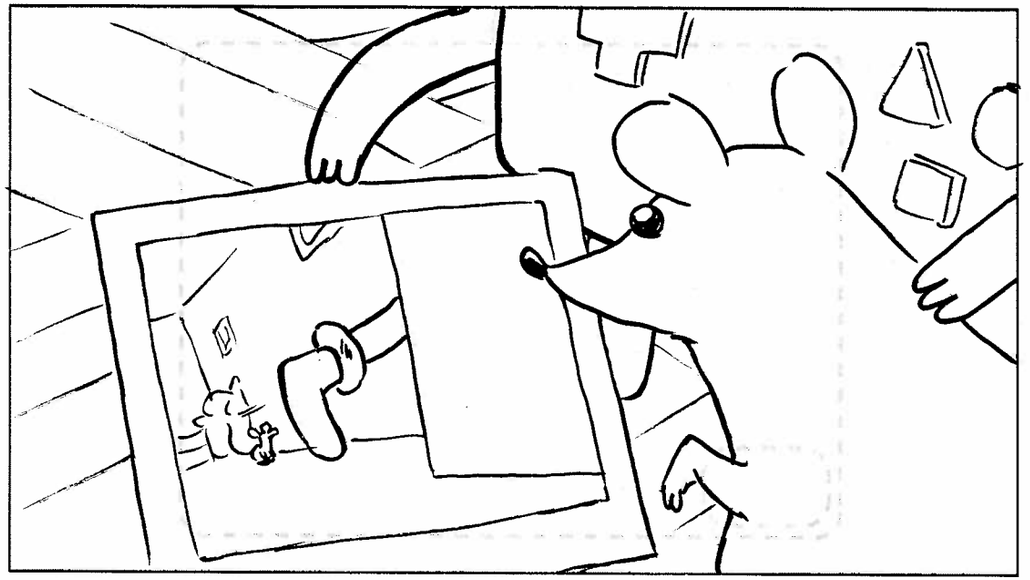
ADVENTURE TIME

Page 34

Sc. 34 Pnl. A Bg. day night



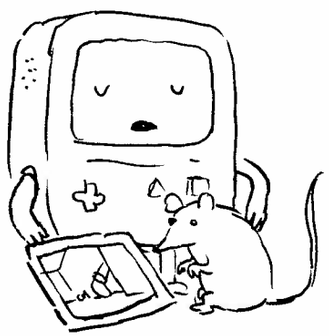
Sc. 35 Pnl. A Bg. day night



EPISODE # 100895

Dialog:

BMO: [redacted] JUST TELL ME WHERE THE [redacted] SOCK IS AND I'LL LET YOU GO



R: ... I DON'T KNOW MAN

Action:

Timing

Production :

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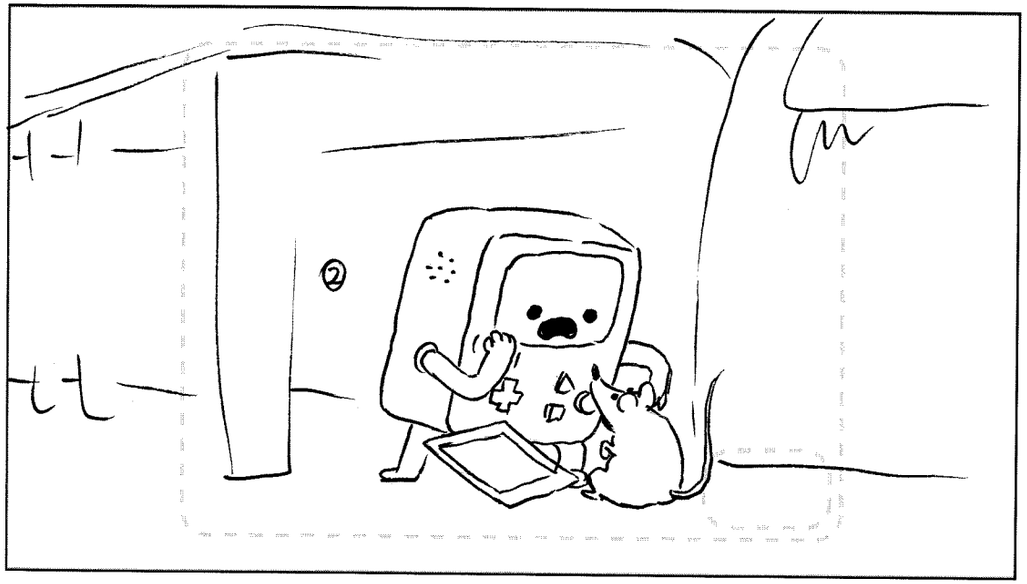
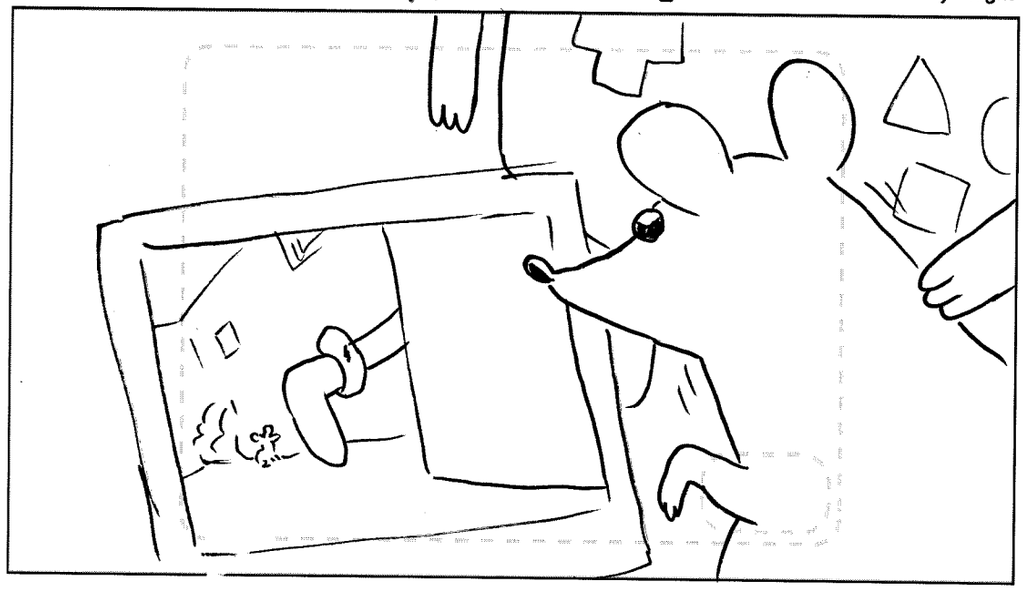
ADVENTURE TIME

Page 35

Sc. 36 Pnl. A Bg. day night



Sc. 37 Pnl. A Bg. day night



Dialog:

BMO: ~~WELL~~ WHAT IF I PUT SOME KNUCKLES IN YOUR EYEBALLS? WOULD THAT HELP YOU THINK?

RONNIE: ~~ALright ARRight~~ ~~UMMM~~ OK ... OK! UMMM ...

Action:

Timing:

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EPISODE # 100895

Production :

ADVENTURE TIME

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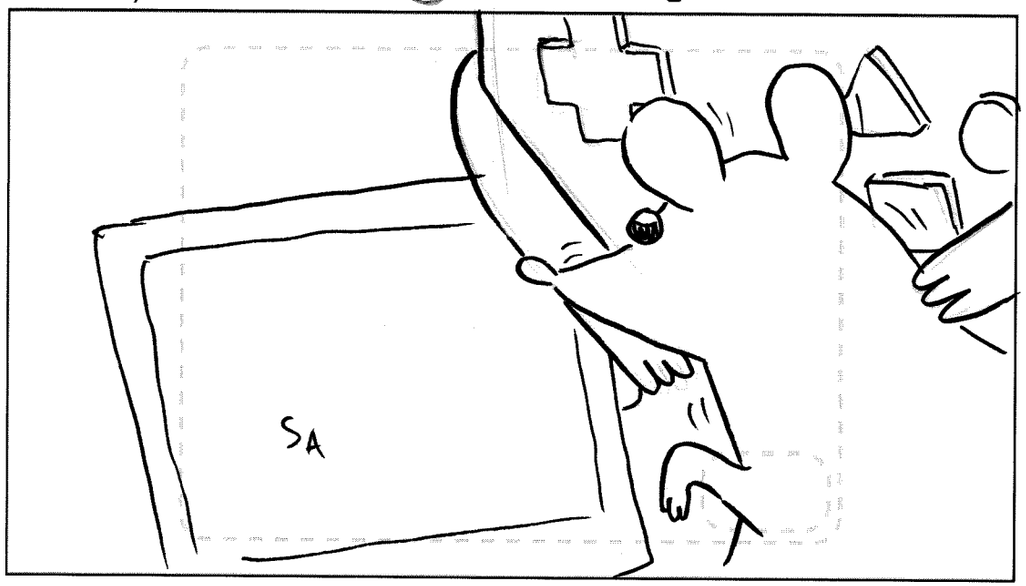
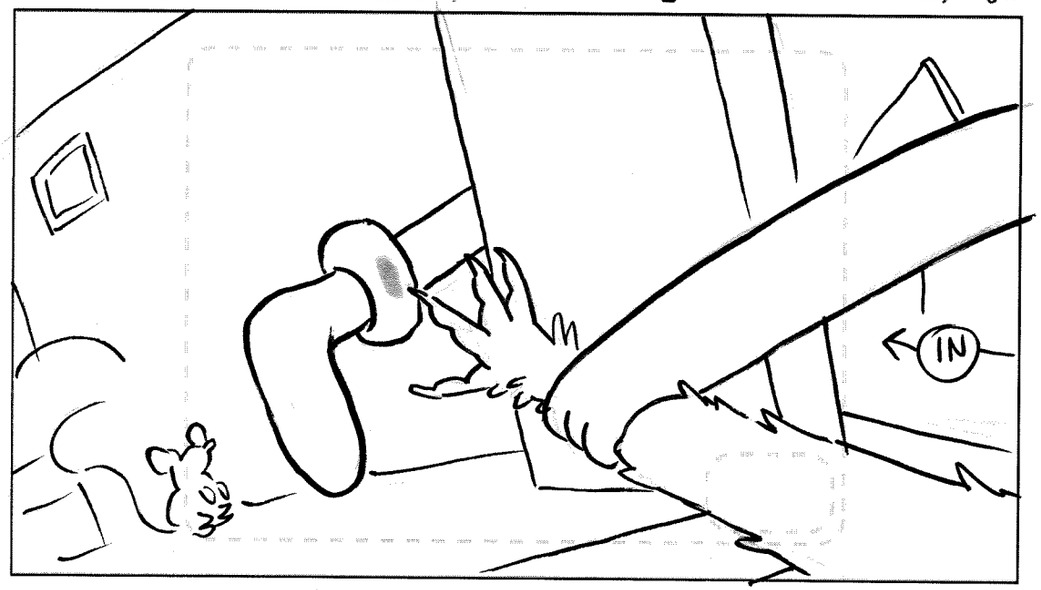
Sc. 37 Pnl. B Bg. day night



Sc. 38 Pnl. A Bg. day night



Dialog:

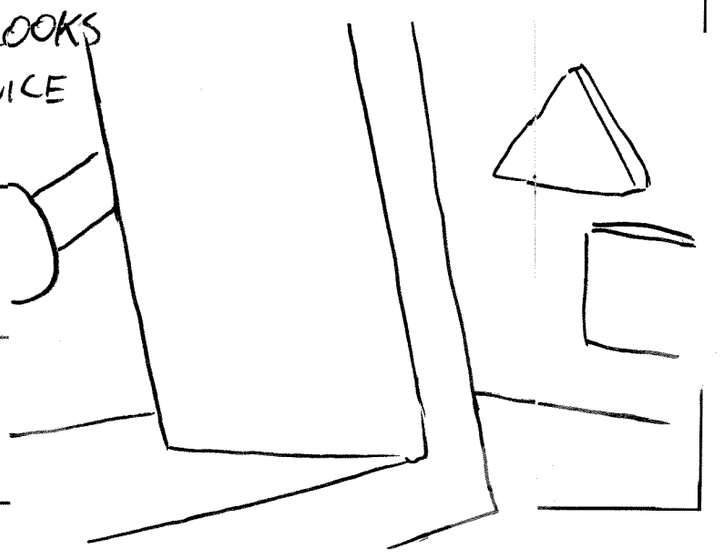
(R:) [redacted] IT LOOKS LIKE GRAPE JUICE

[redacted] CHECK THE PANTRY

Action:

(FADE BLACK)

Timing:



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Production :

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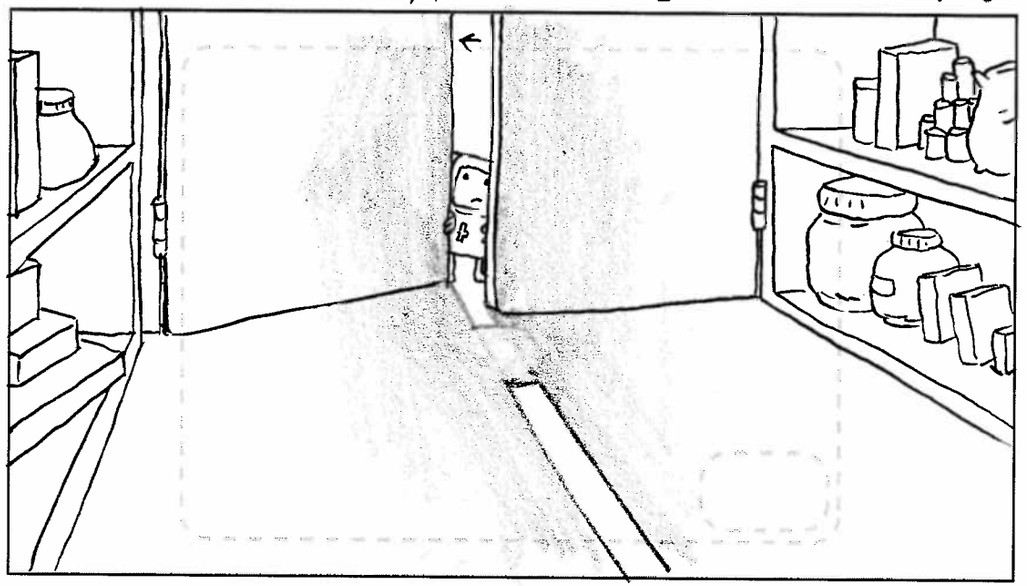
ADVENTURE TIME

Page 37

Sc. Pnl. Bg. day night

BLACK

Sc. 39 Pnl. A Bg. day night



EPISODE # 100895 24

Production :

Dialog:

V.O. (BMO) OF COURSE I DIDN'T TRUST RONNIE

* DOOR SQUEEK*

Action:

(DOOR OPENS)

Timing:

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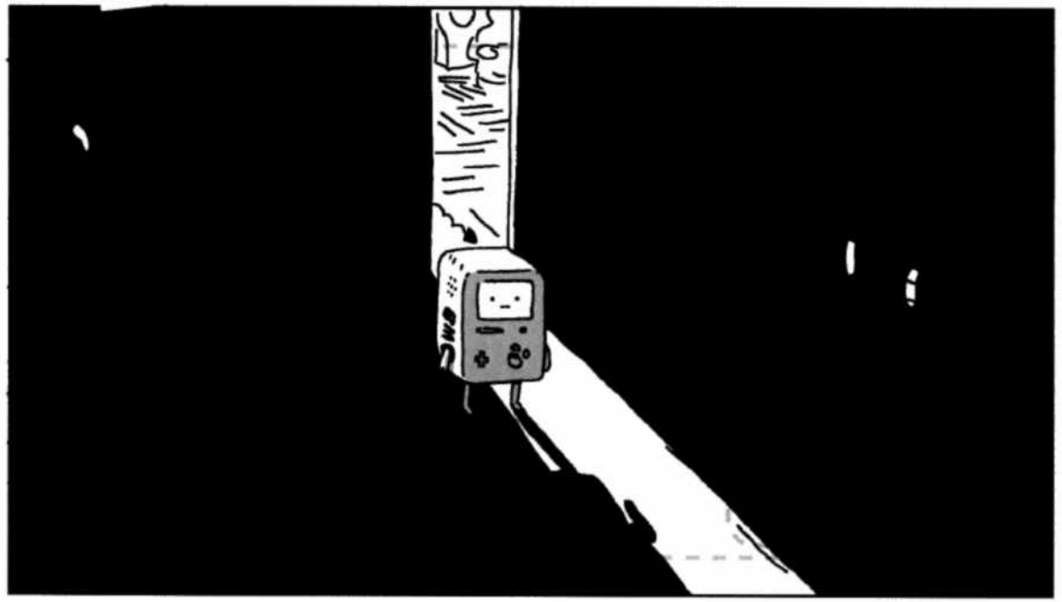
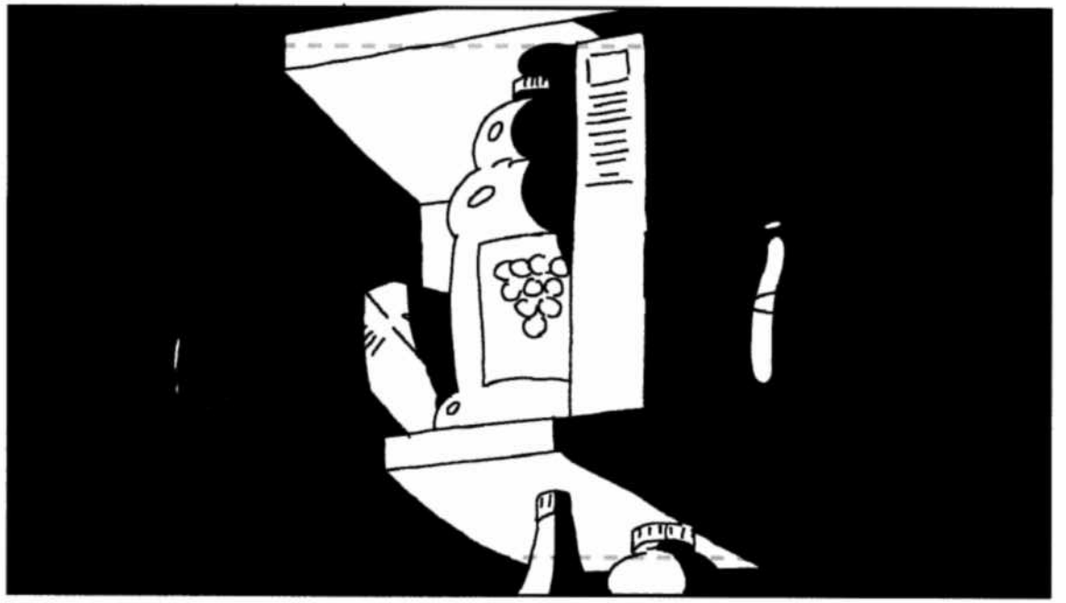
ADVENTURE TIME

Sc. 40 Pnl. A Bg. day night



Sc. 41 Pnl. A Bg. day night



Dialog:

BUT I HAD NO OTHER LEADS.

MAYBE THE GRAPE JUICE HAD SOME SECRETS TO TELL ME.

Action:

Timing:

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Production :

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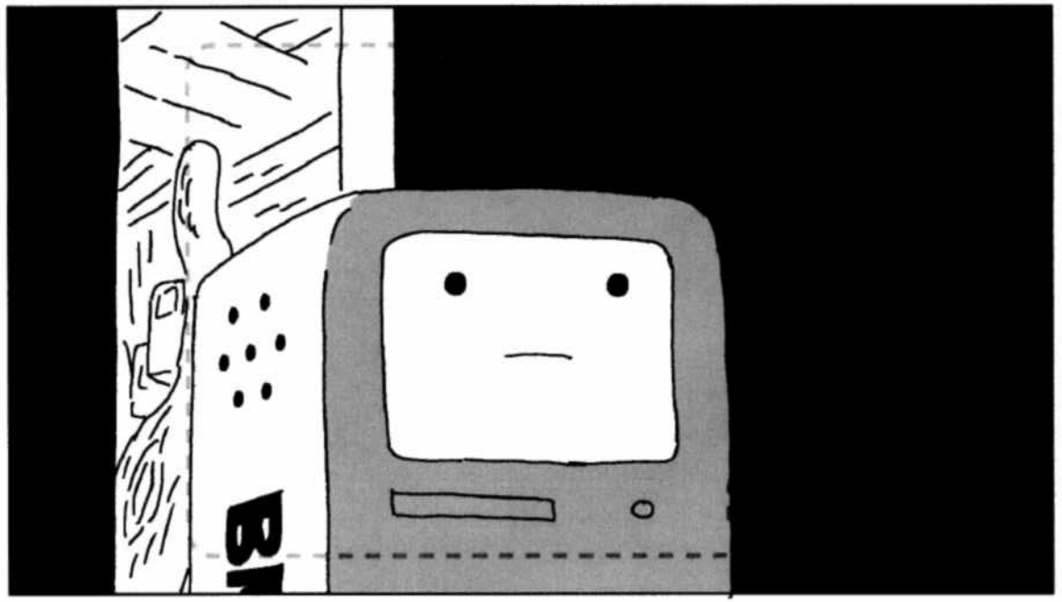
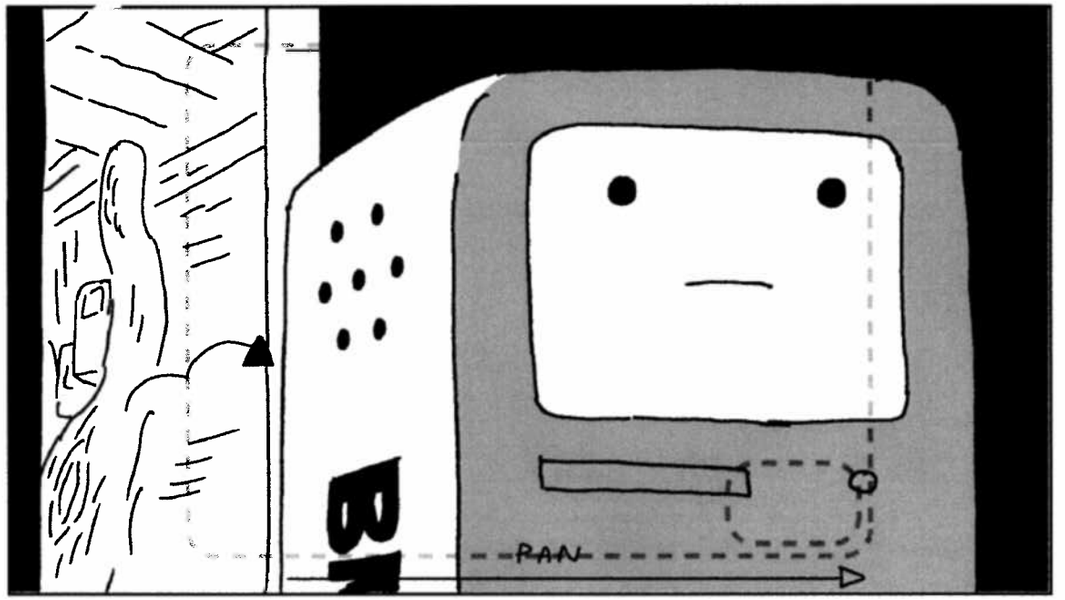
ADVENTURE TIME

Sc. 42 Pnl. A Bg. day night



Sc. 42 Pnl. B Bg. day night



Dialog:

MAYBE RONNIE WAS
JUST PULLING MY HAIR.

Action:

Timing:

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Production :

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ADVENTURE TIME

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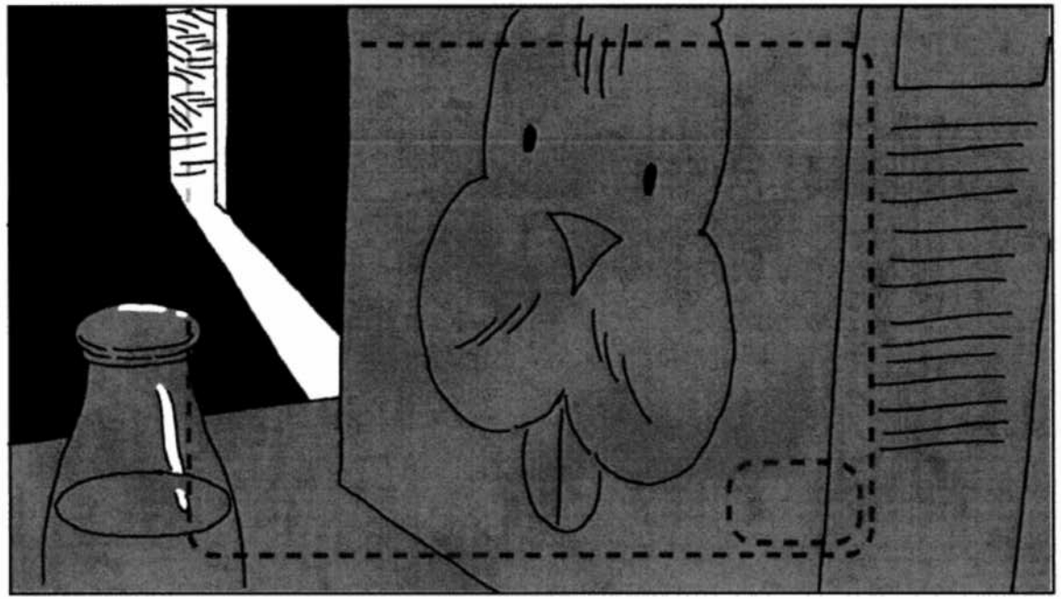
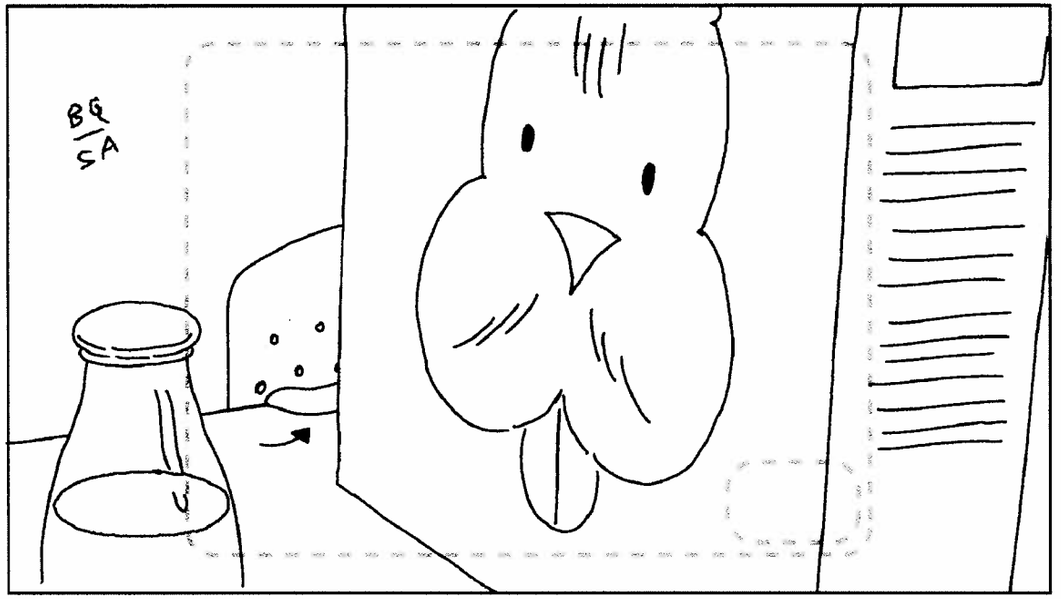
Sc. 43 Pnl. A Bg. day night



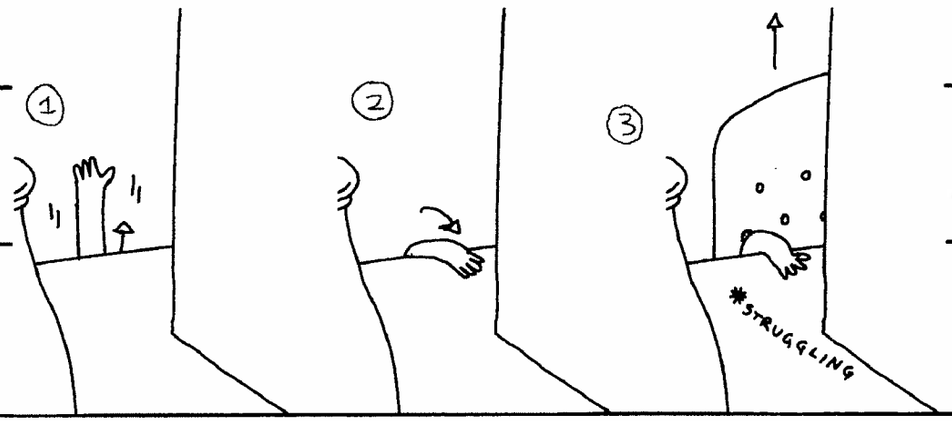
Sc. 43 Pnl. B Bg. day night



Dialog: (BMO) * STRUGGLING, CLIMBING *

Action:

Timing:



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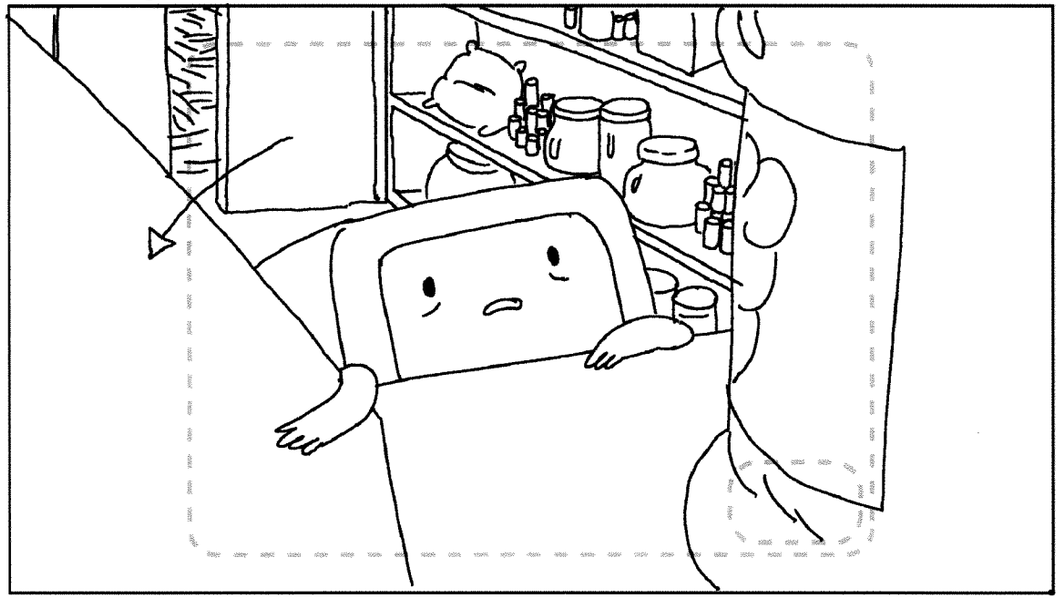
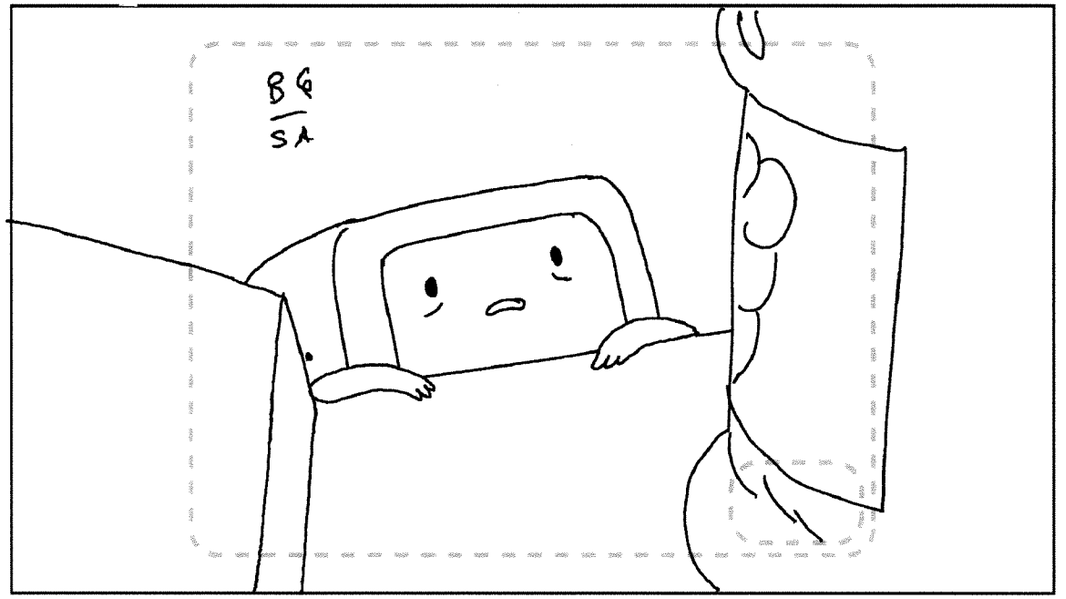
ADVENTURE TIME

Sc. 43 Pnl. C Bg. day night



Sc. 43 Pnl. D Bg. day night



Dialog:

JUST AS
I THOUGHT.

Action:

BMO KNOCKS OVER CEREAL BOX.

SFX: GLASS JAR FALLING ON GROUND. (BUT NOT BREAKING?)

Timing:

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Production :

ADVENTURE TIME

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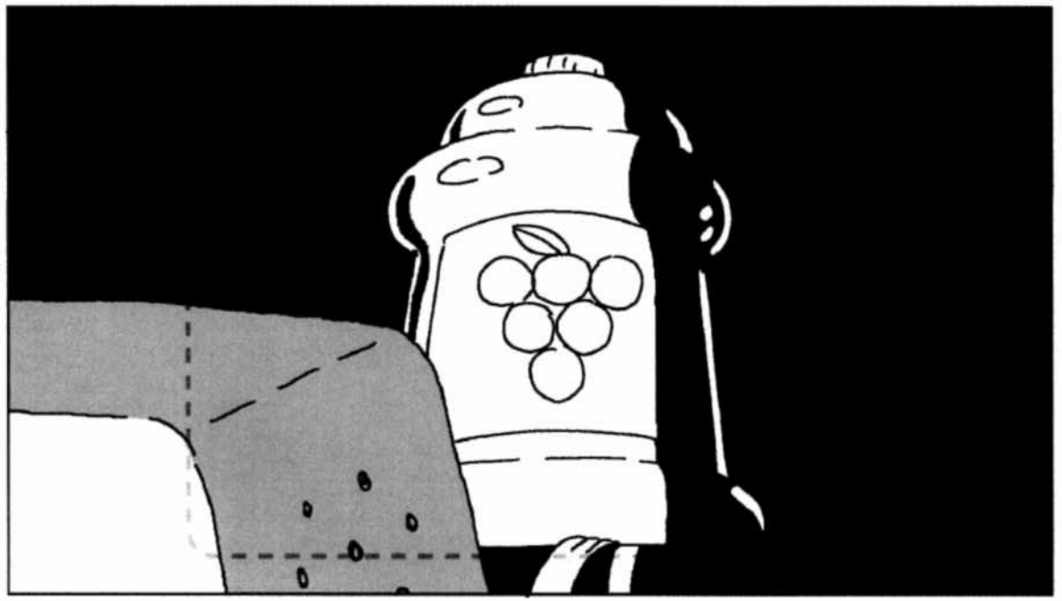
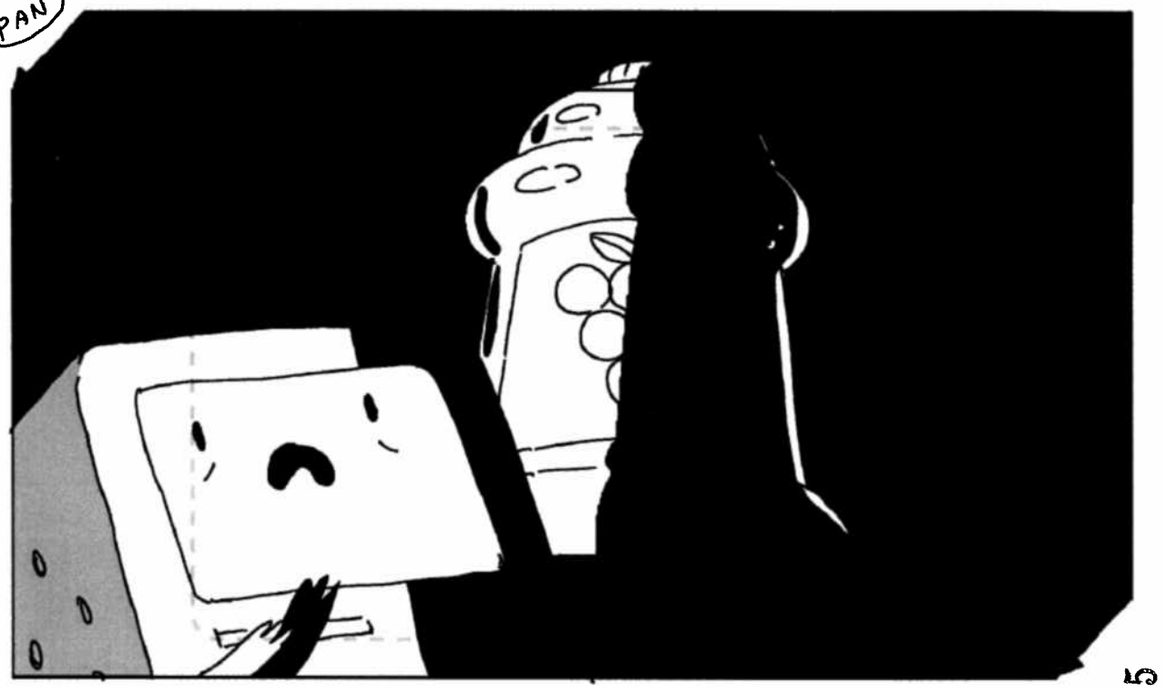
Sc. 44 Pnl. A Bg. day night



PAN

Sc. 44 Pnl. B Bg. day night



Dialog:

GASP!

Action:

SHADOW MOVES

Timing:

Production : 100895

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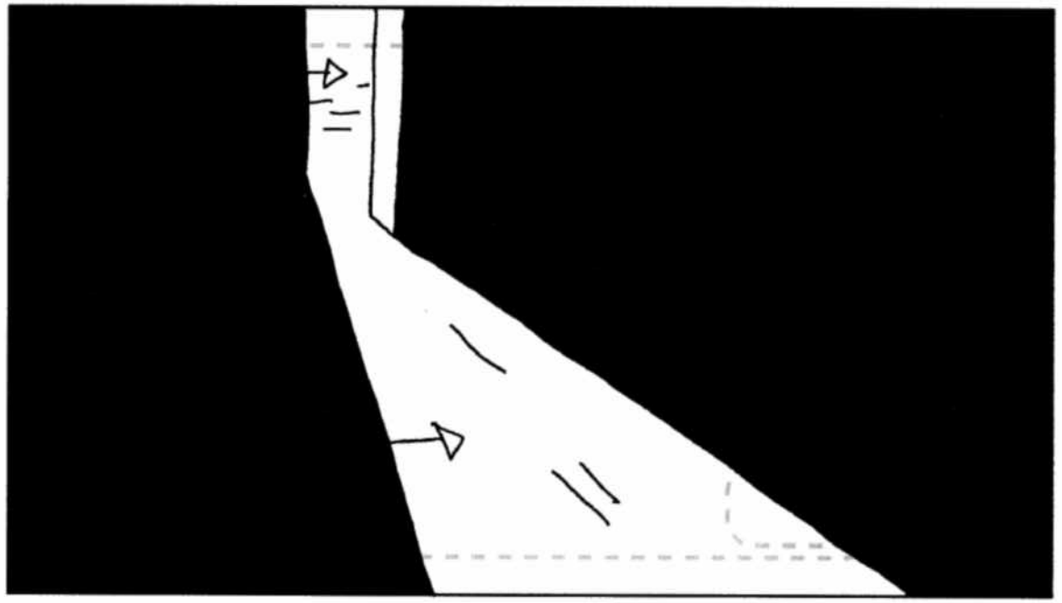
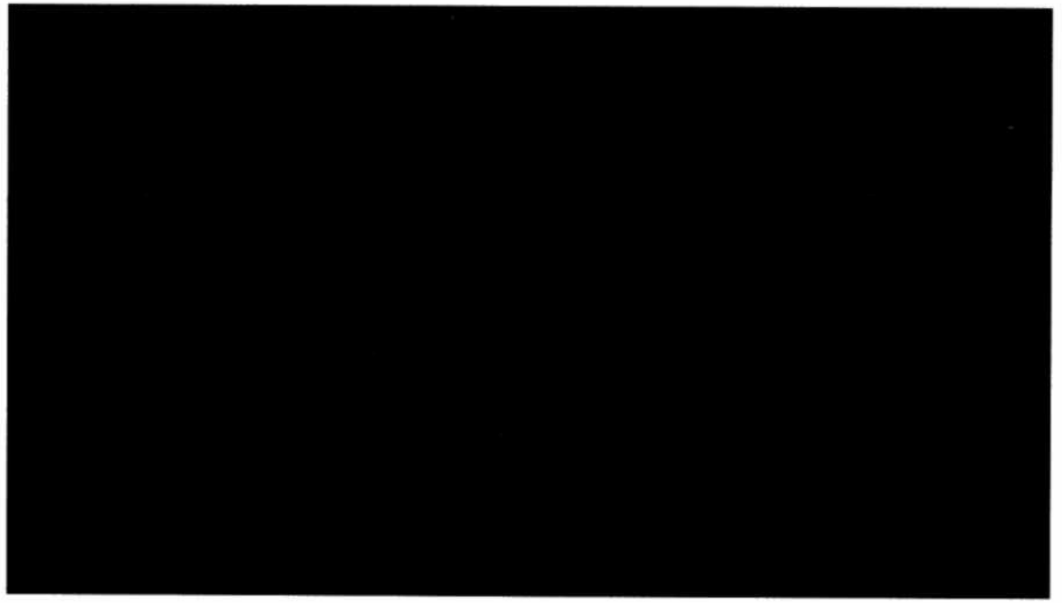
ADVENTURE TIME

Sc. 45 Pnl. A Bg. day night



Sc. 45 Pnl. B Bg. day night



Dialog:

SFX: SLAM!

Action:

DOOR CLOSING

Timing:

EPISODE # 100895

Production :

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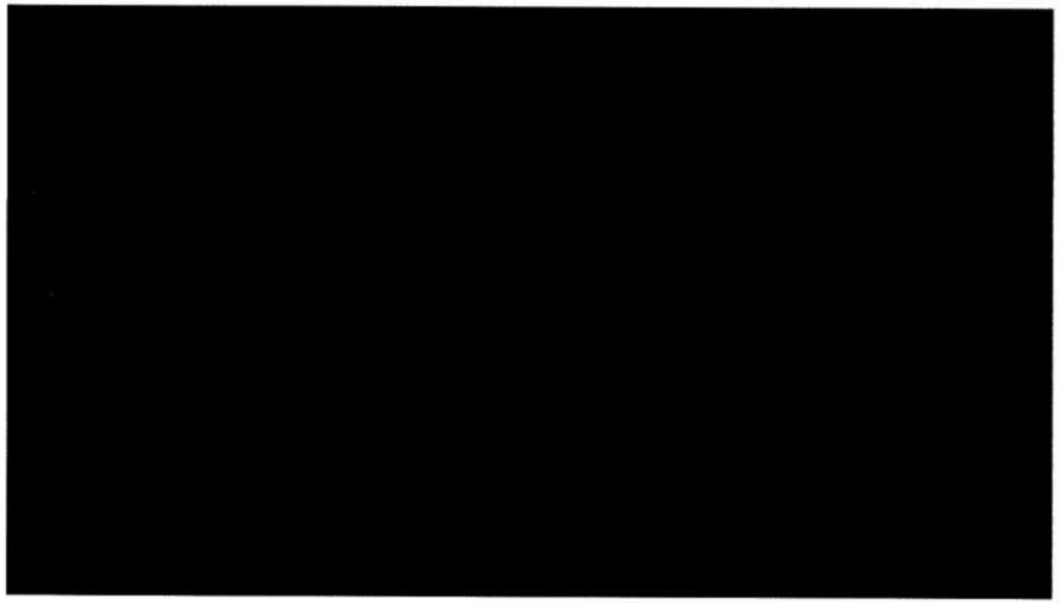
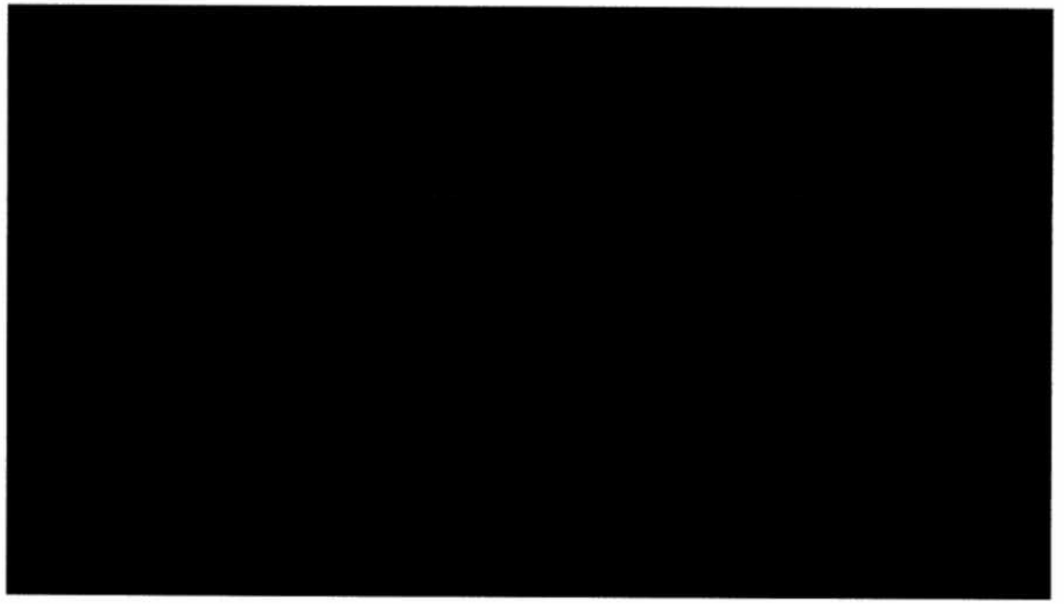
ADVENTURE TIME

Sc. 45 Pnl. C Bg. day night



Sc. 45 Pnl. D Bg. day night



Dialog:

(BMO) HEY! WOAH!

SFX * BAM, SMASH STUFF FALLING, BREAKING *

Let me out You

~~Let me out~~. I'LL GET

You PIECE OF You RONNIE

~~STINK DONK~~

* BANGING *

Action:

Timing:

EPISODE #

Production : 100895

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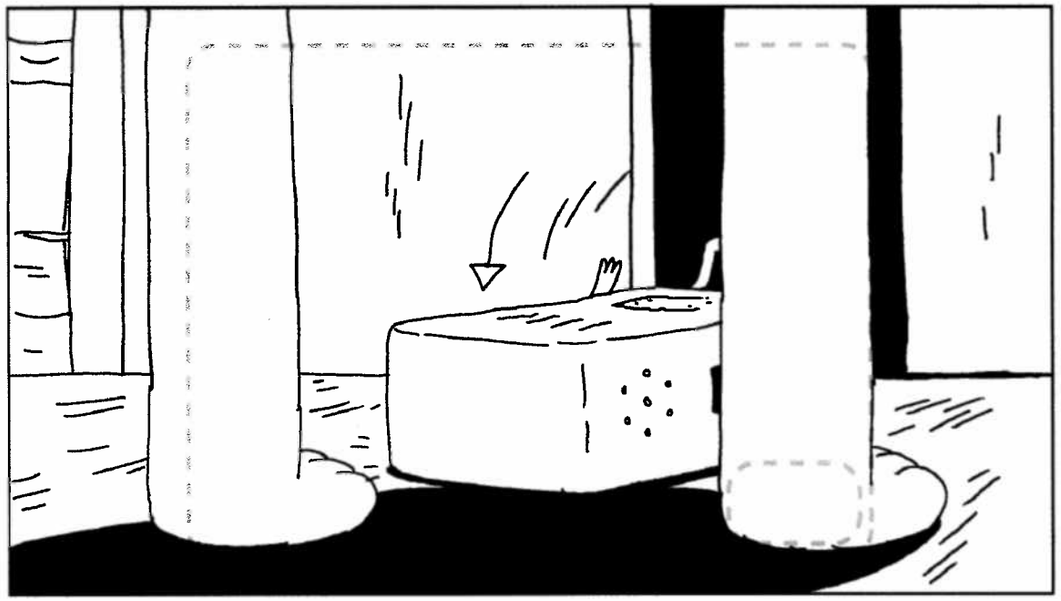
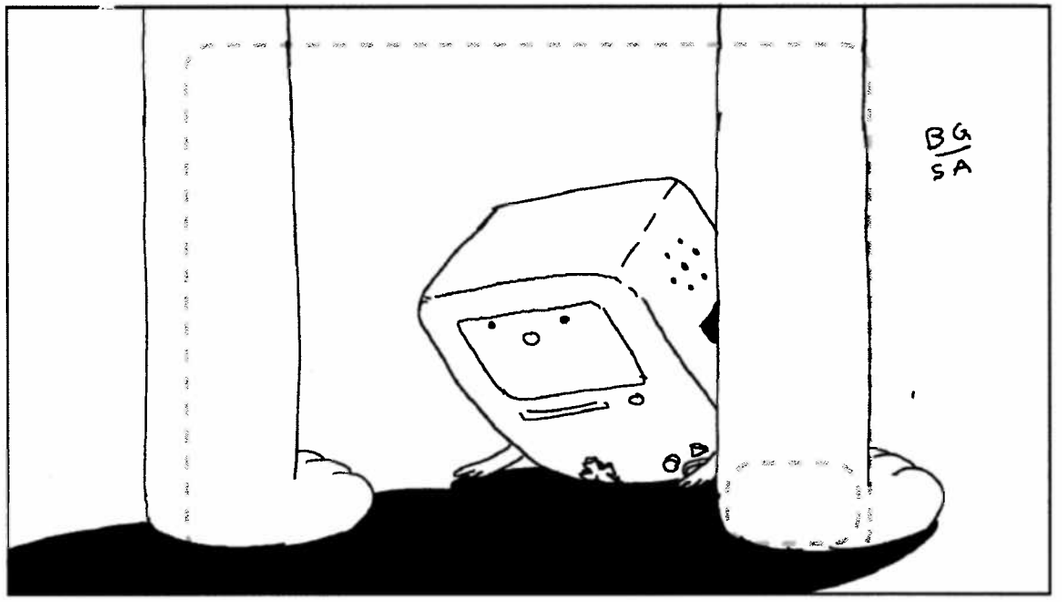
ADVENTURE TIME

Sc. 46 Pnl. A Bg. day night



Sc. 46 Pnl. B Bg. day night



Dialog:

OOF!

OH!

Action:

Timing:

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Production :

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ADVENTURE TIME

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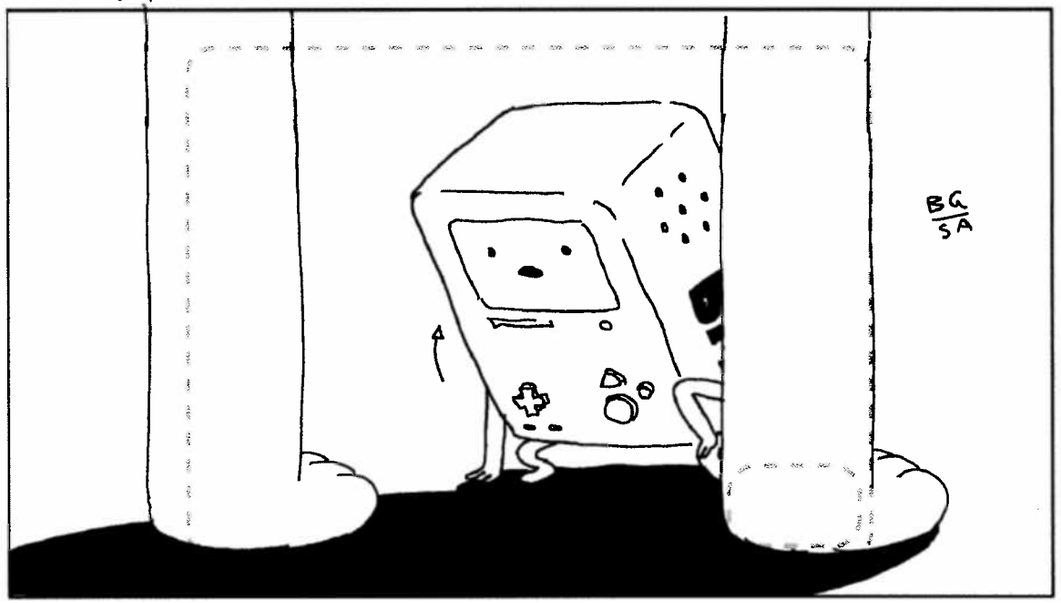
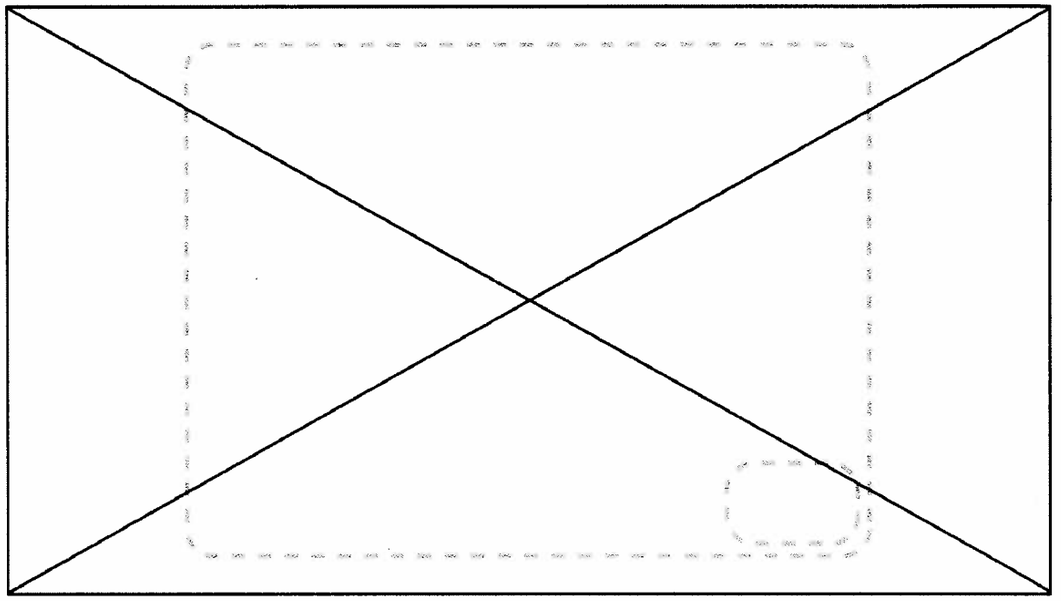
Sc. 46 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

OFFICER DAVIS!

Action:

Timing:

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Production :

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ADVENTURE TIME

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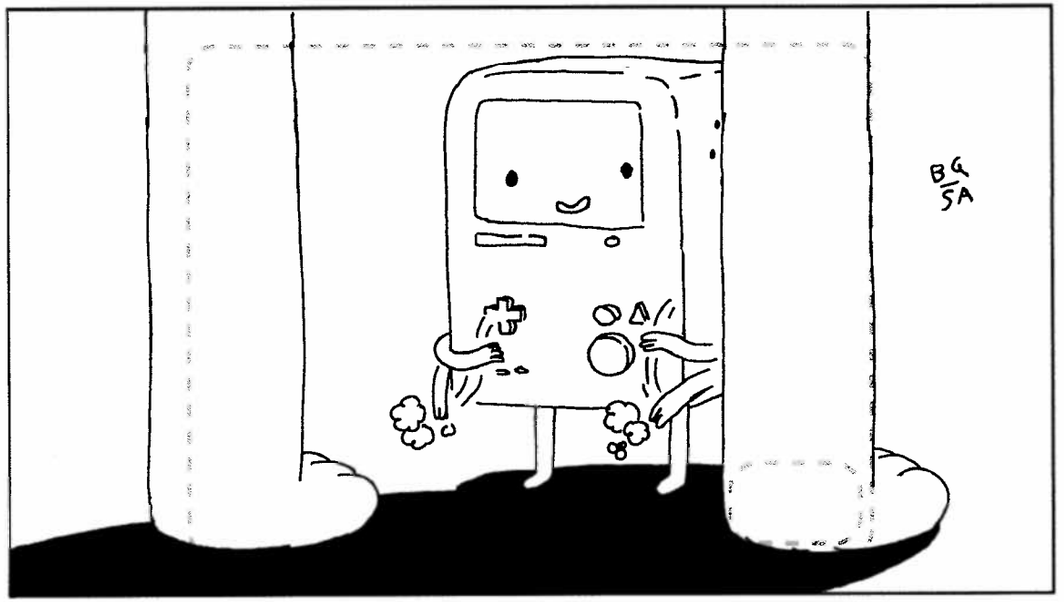
Sc. 46 Pnl. D Bg. day night



Sc. 47 Pnl. A Bg. day night

Dialog:

BMO: THANK GOODNESS I –

OFFICER DAVIS: BMO, WHAT ARE YOU DOING HERE?

Action:

Timing:

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Production :

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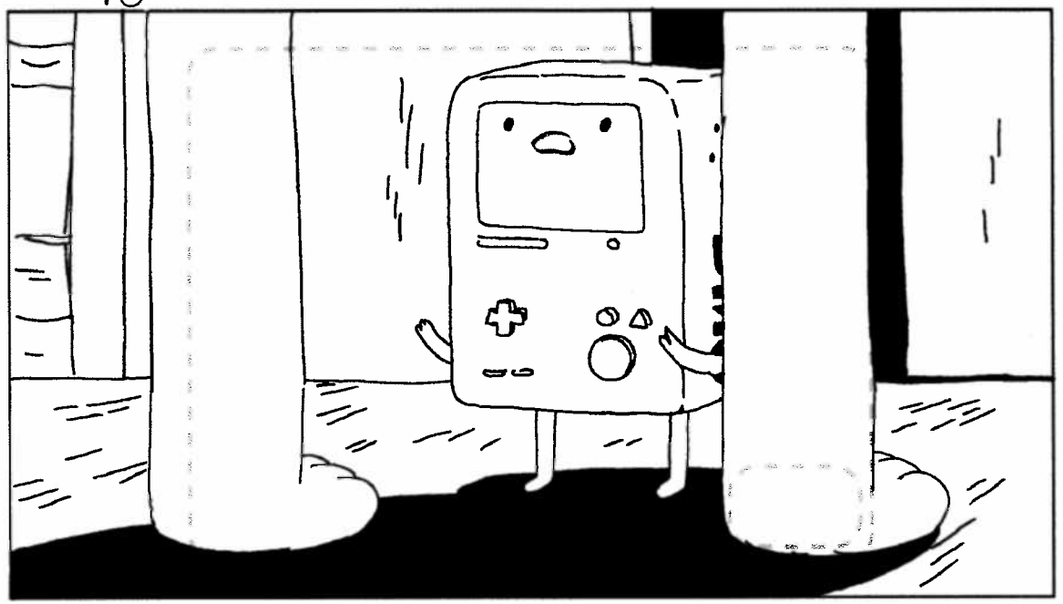
ADVENTURE TIME

Sc. 48 Pnl. A Bg. day night



Sc. 49 Pnl. A Bg. day night

Dialog:

BMO: LOOKING FOR FINN'S SOCK, SAME AS YOU.

OFFICER DAVIS: [redacted] WE'VE GOT THIS UNDER CONTROL

Action:

Timing:

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Production :

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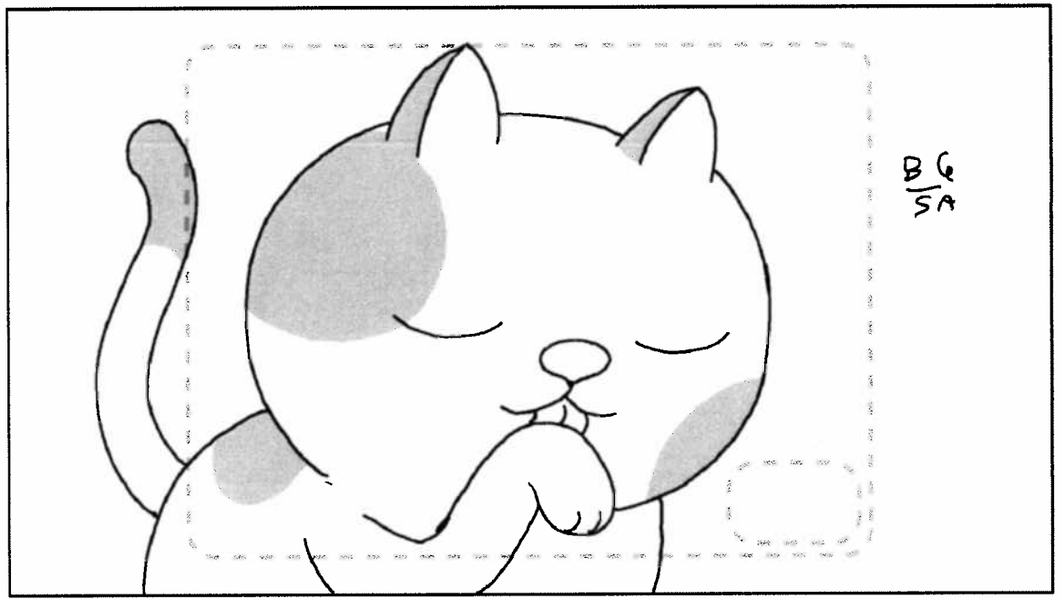
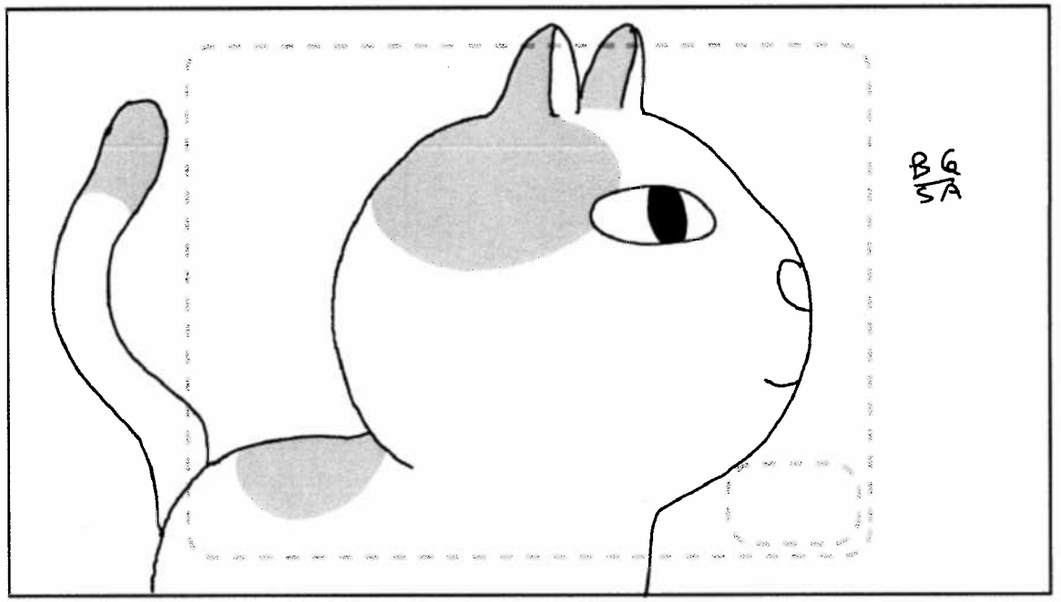
ADVENTURE TIME

Page 49

Sc. 49 **Pnl.** B **Bg.** day night



Sc. 49 **Pnl.** C **Bg.** day night



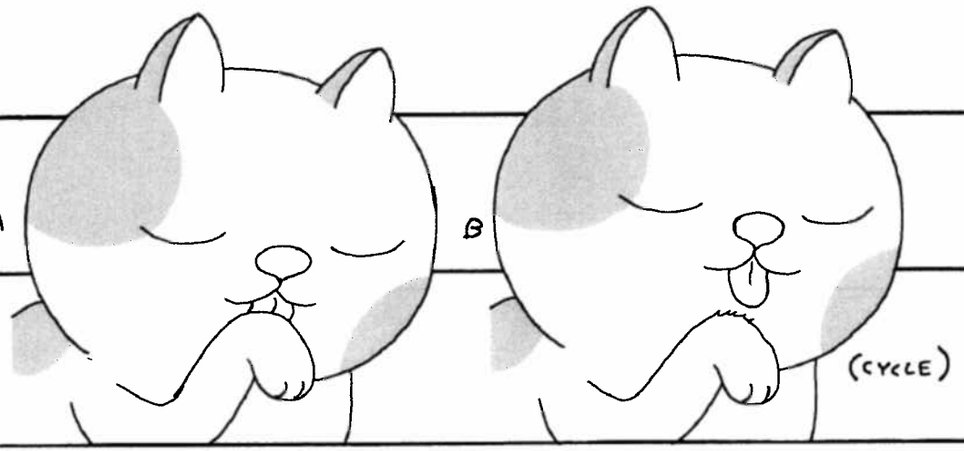
Dialog:

OFFICER DAVIS STAY OUT OF POLICE BUSINESS.

... OR YOU'LL BE—

Action:

Timing:



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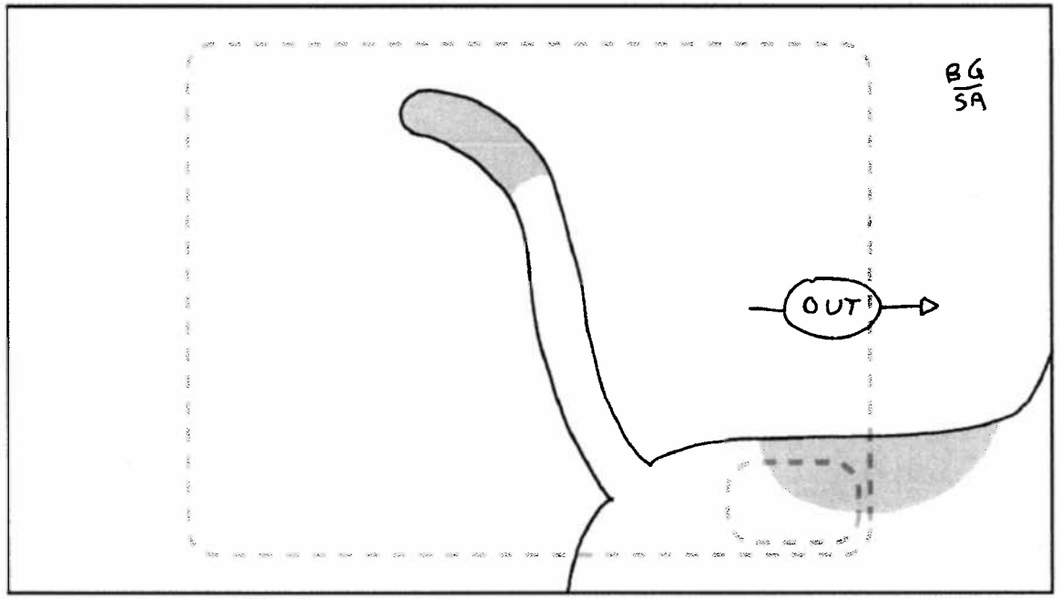
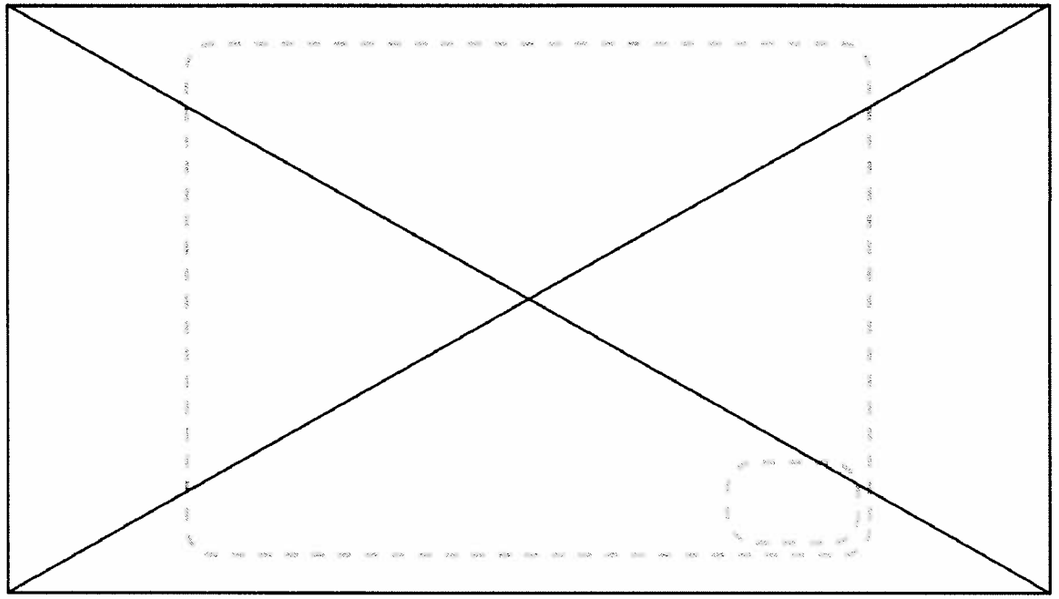
ADVENTURE TIME

Sc. 49. Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog: OFFICER DAVIS (CONT.) THE ONE BEHIND BARS.

Action:

Timing:

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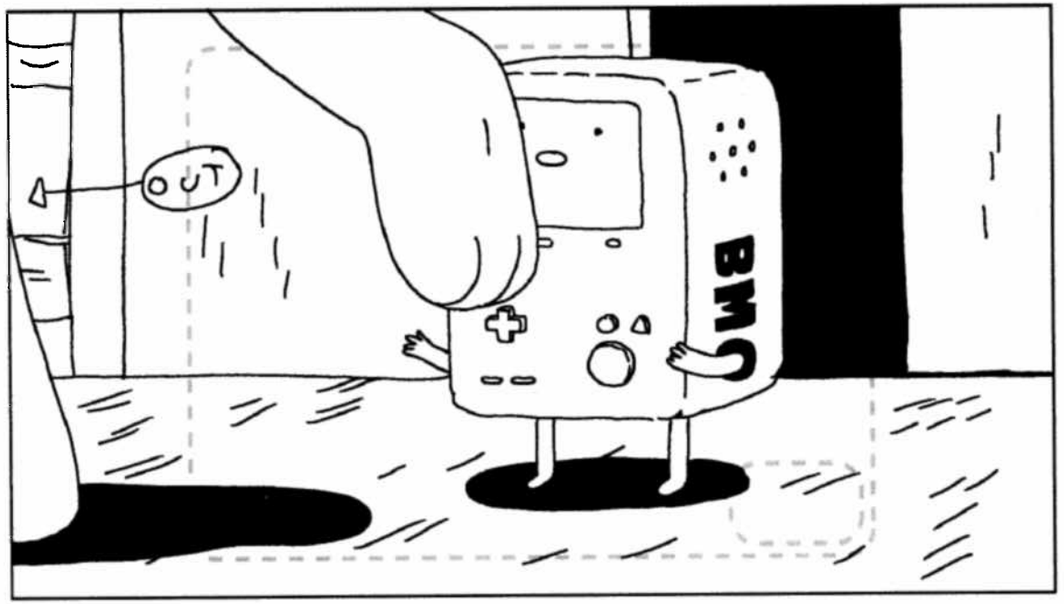
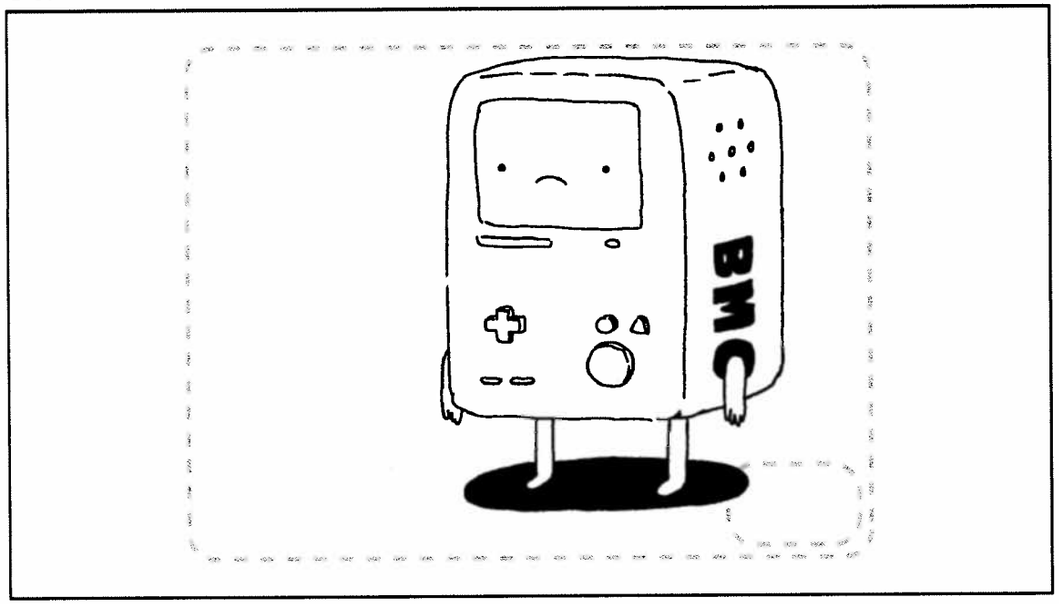
ADVENTURE TIME

Page 51

Sc. 50 Pnl. A Bg. day night



Sc. 50 Pnl. B Bg. day night



Dialog:

Action:

Timing:

EPISODE # 100895

Production :

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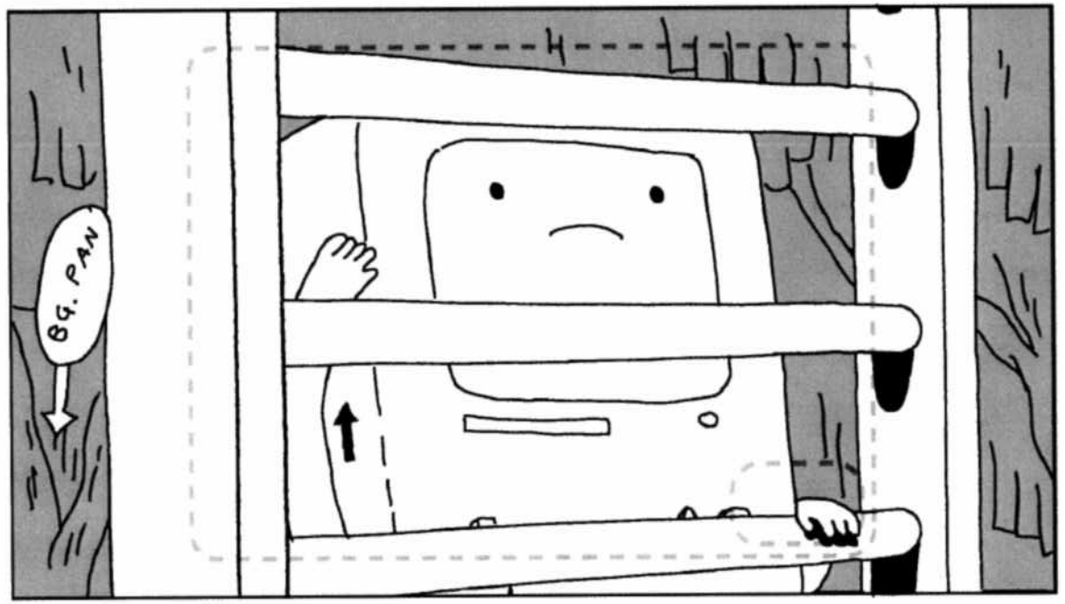
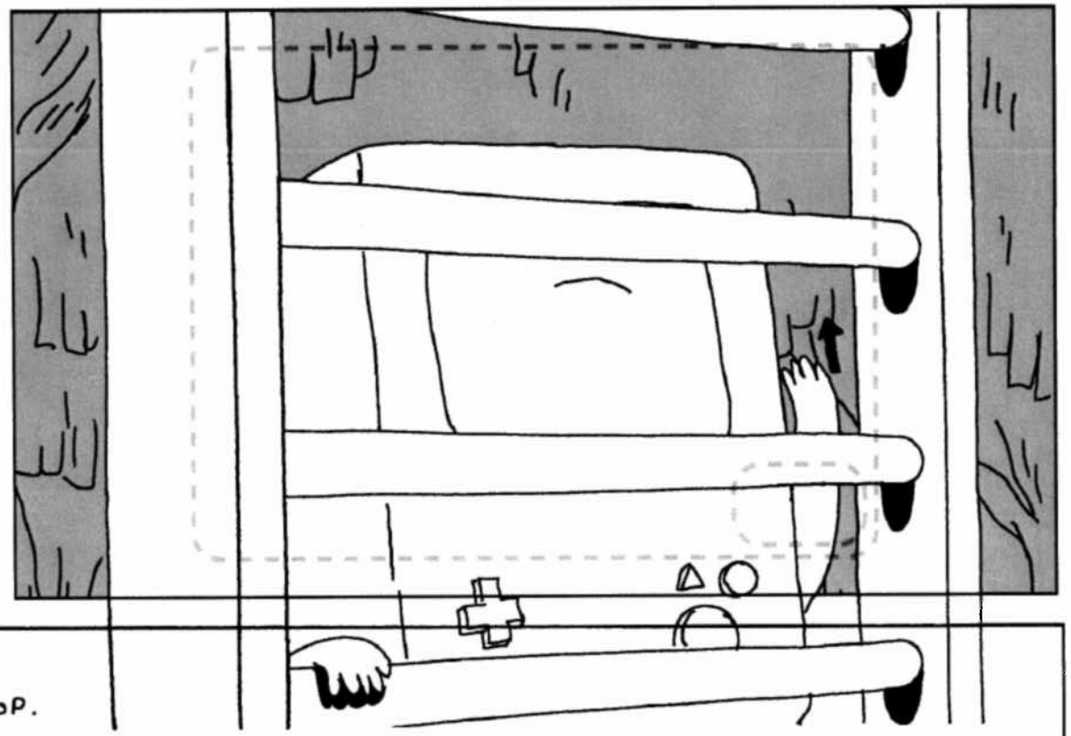
ADVENTURE TIME

Sc. 51 Pnl. A Bg. day night



Sc. 51 Pnl. B Bg. day night



Dialog:

V.O. I DIDN'T LISTEN TO THAT COP. I NEEDED TO FIND RONNIE.

Action:

(TRACK WITH BMO AS HE CLIMBS)

ANIMATED LADDER

Timing:

EPISODE # 100895

Production :

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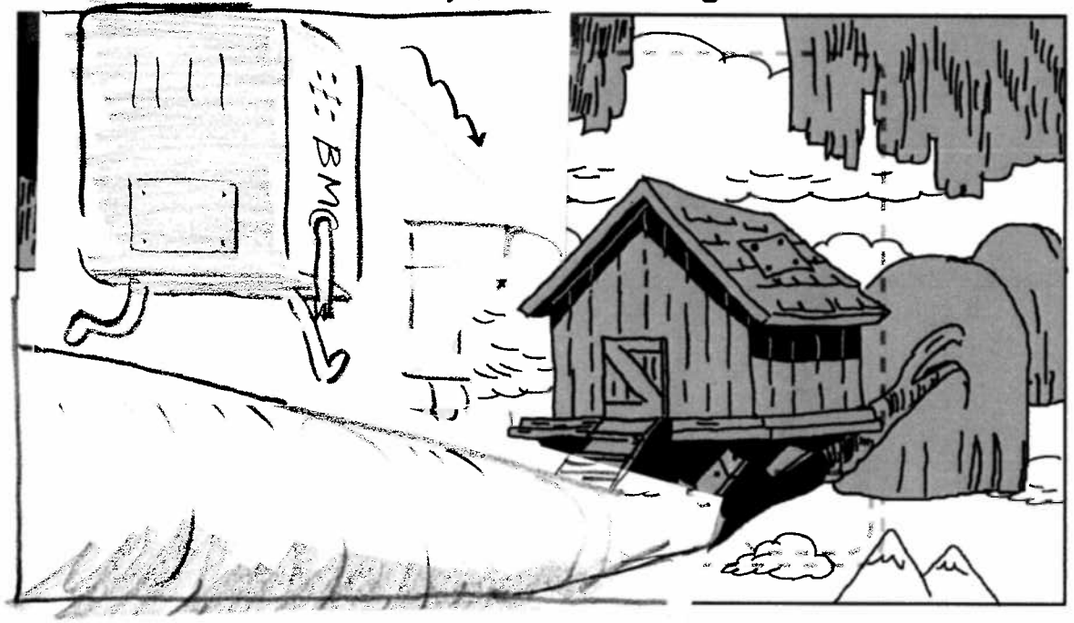
ADVENTURE TIME

Page 53

Sc. 52 Pnl. A Bg. day night



Sc. Pnl. Bg. day night

Dialog:

(VO) AND I KNEW JUST THE LADY WHO COULD LEAD ME TO HIM.

Action:

Timing:

EPISODE # 100895

Production :

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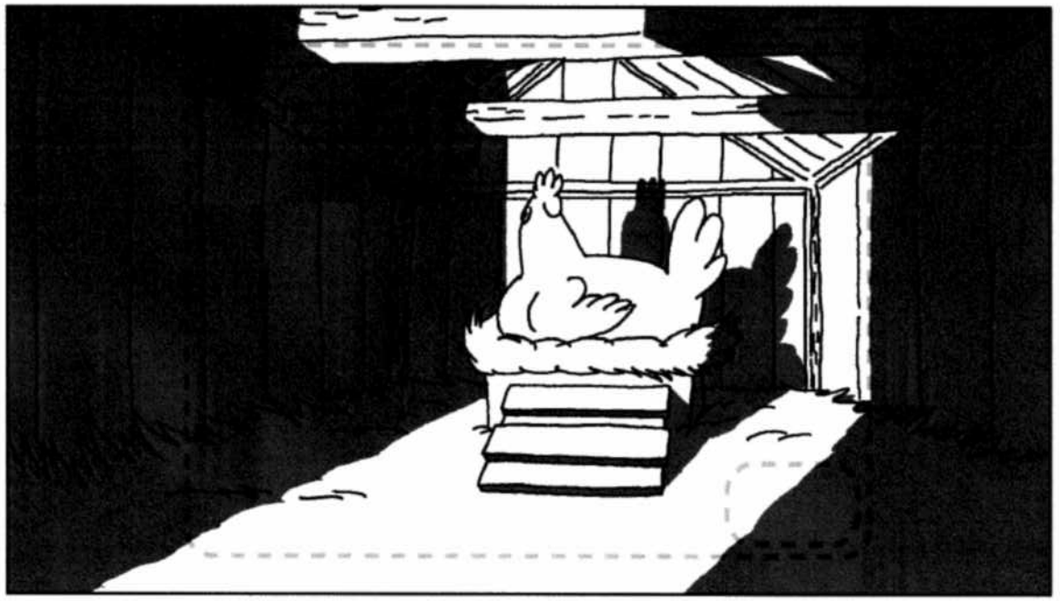
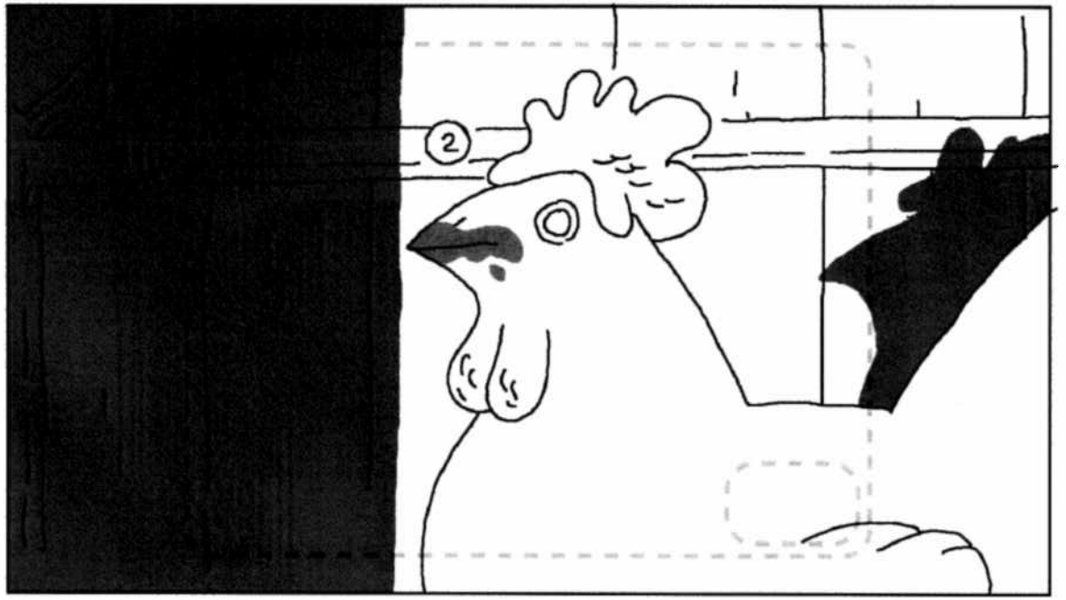
ADVENTURE TIME

Sc. 53 Pnl. A Bg. day night



Sc. 54 Pnl. A Bg. day night



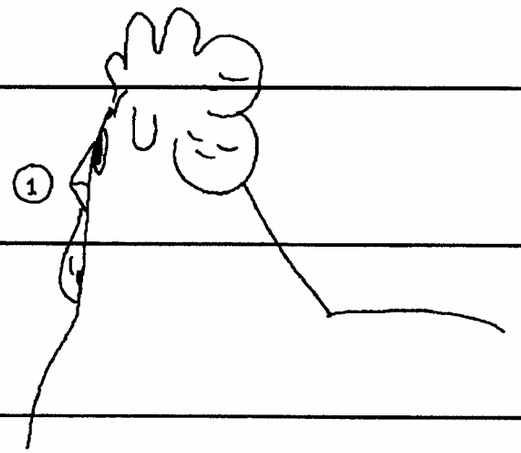
Dialog:

BMO V.O.

SHE LOOKED AS BEAUTIFUL AS EVER

Action:

(DOOR OPENS)



Timing:

EPISODE # 100895

Production :

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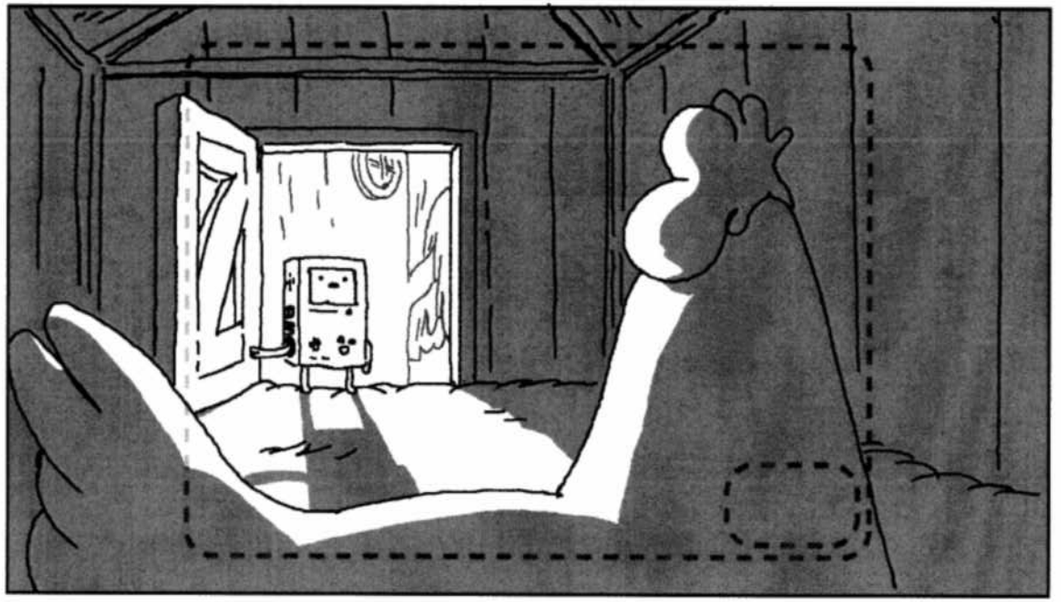
ADVENTURE TIME

Sc. 54 Pnl. B Bg. day night

Sc. 55 Pnl. A Bg. day night



Dialog:

BMO:

WHERE'S THE SOCK, LORRAINE?

Action:

Timing:

EPISODE # 100895

Production :

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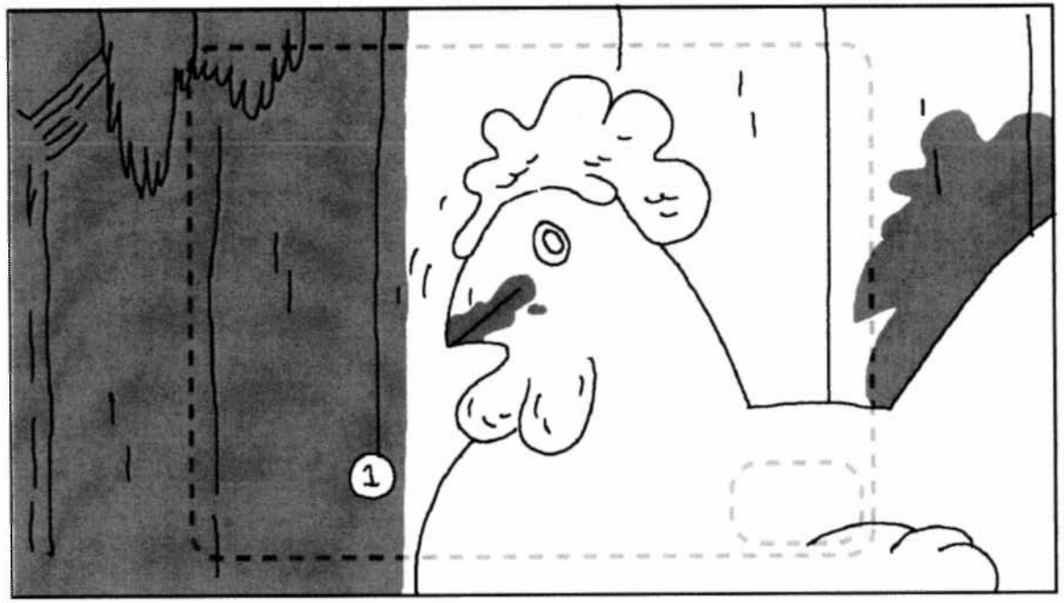
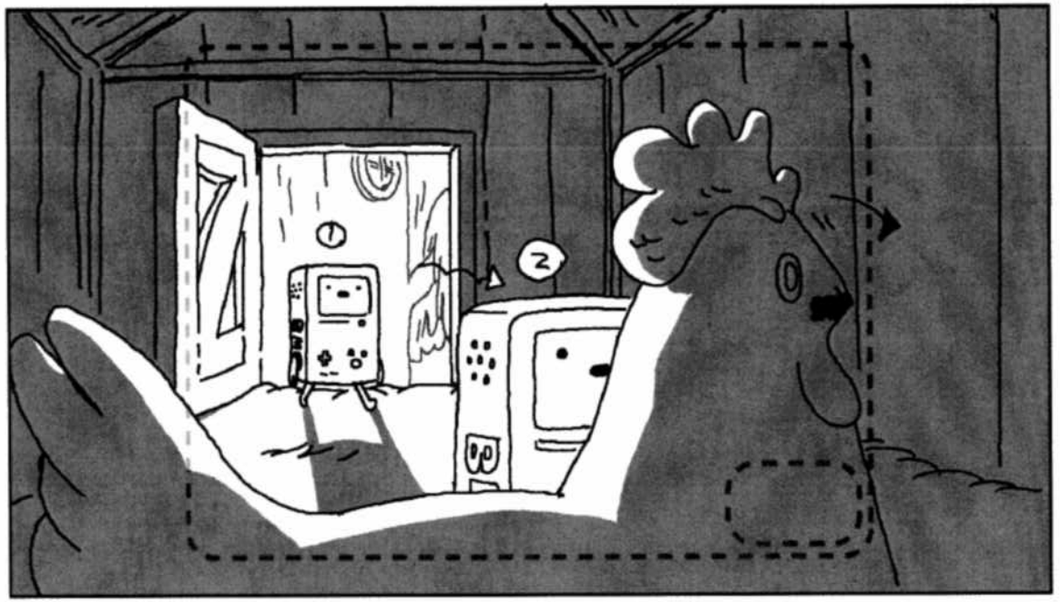
ADVENTURE TIME

Page 56

Sc. 56 Pnl. A Bg. day night



Sc. 57 Pnl. A Bg. day night



Dialog:

(L) ① WHAT MAKES YOU THINK ② I KNOW

(BMO) I SAW YOUR LIPSTICK ON HIS FUR.

Action:

JERKY HEAD MOVES

Timing:

EPISODE # 100895

Production :

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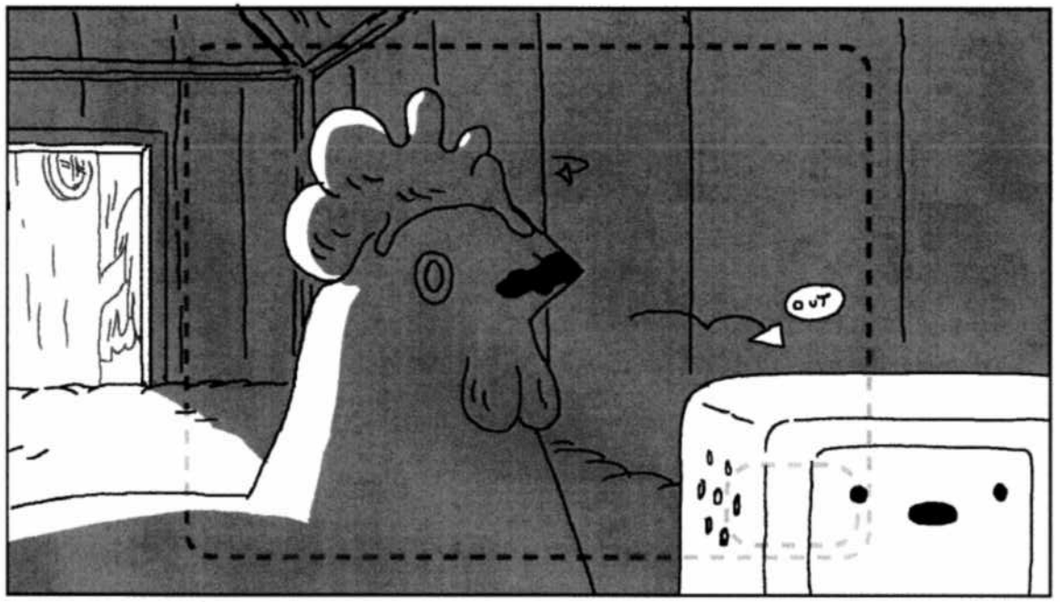
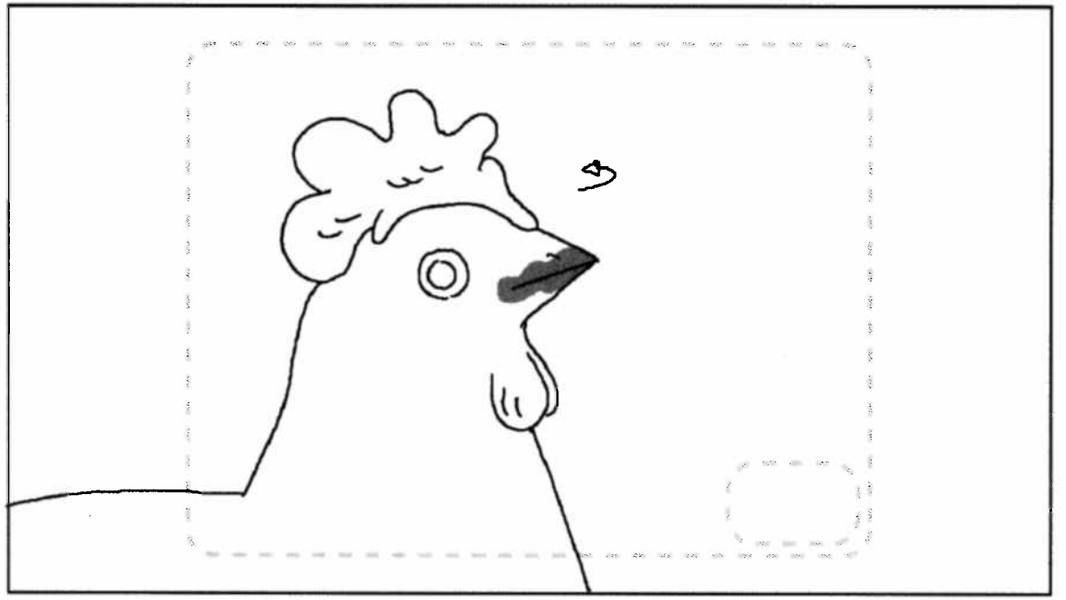
ADVENTURE TIME

Page 57

Sc. 57 Pnl. B Bg. day night



Sc. 57 Pnl. C Bg. day night



Dialog:

(BMO) - SO DON'T ACT SO CUTE

(L) IT SOUNDS LIKE SOMEBODY IS JEALOUS, NO?

Action:

Timing:

EPISODE # 100895

Production :

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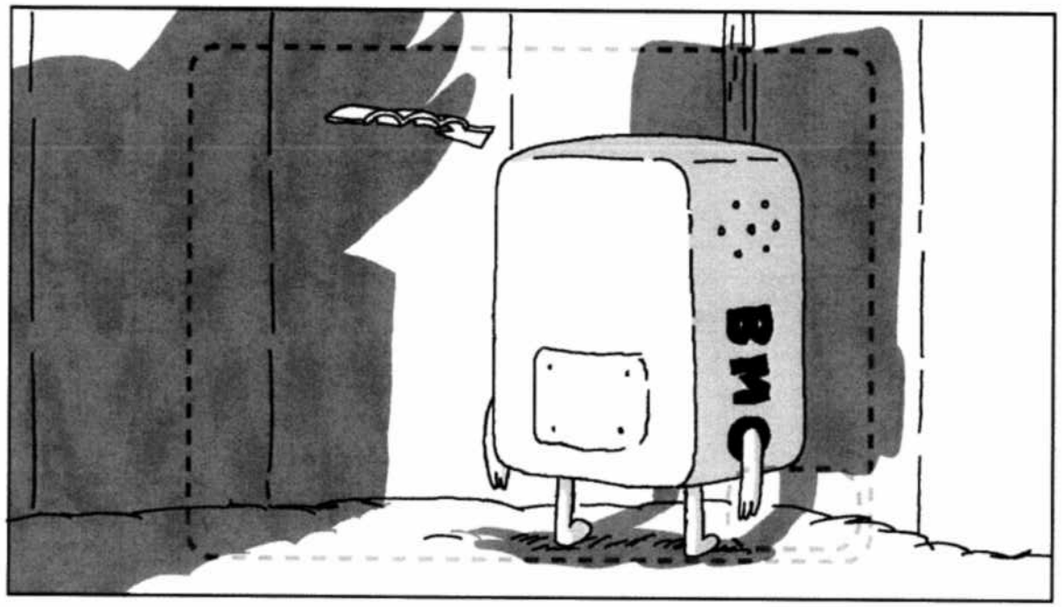
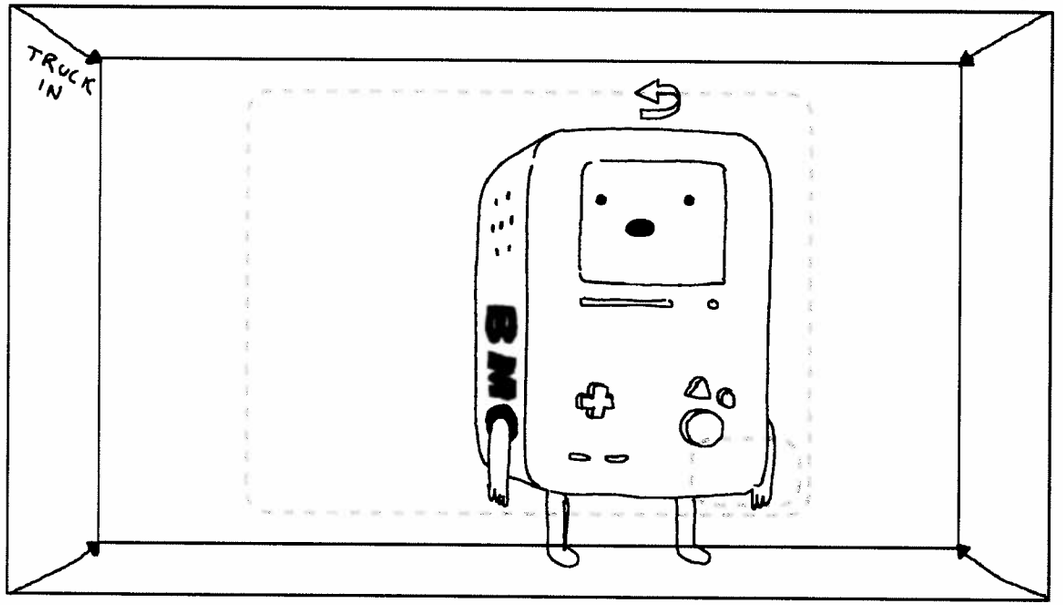
ADVENTURE TIME

Page 58

Sc. 58 Pnl. A Bg. day night



Sc. 58 Pnl. B Bg. day night



Dialog:

(BMO) DON'T COUNT ON IT, LORAINE.

(BMO) NOW TELL ME WHERE RONNIE IS.

Action:

Timing:

EPISODE # 100895

Production :

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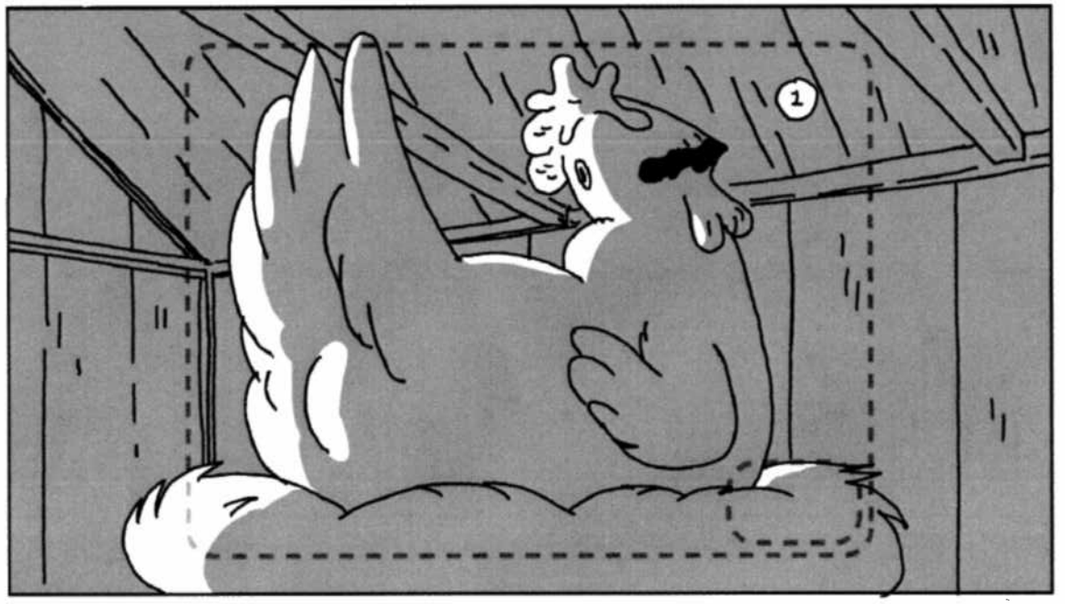
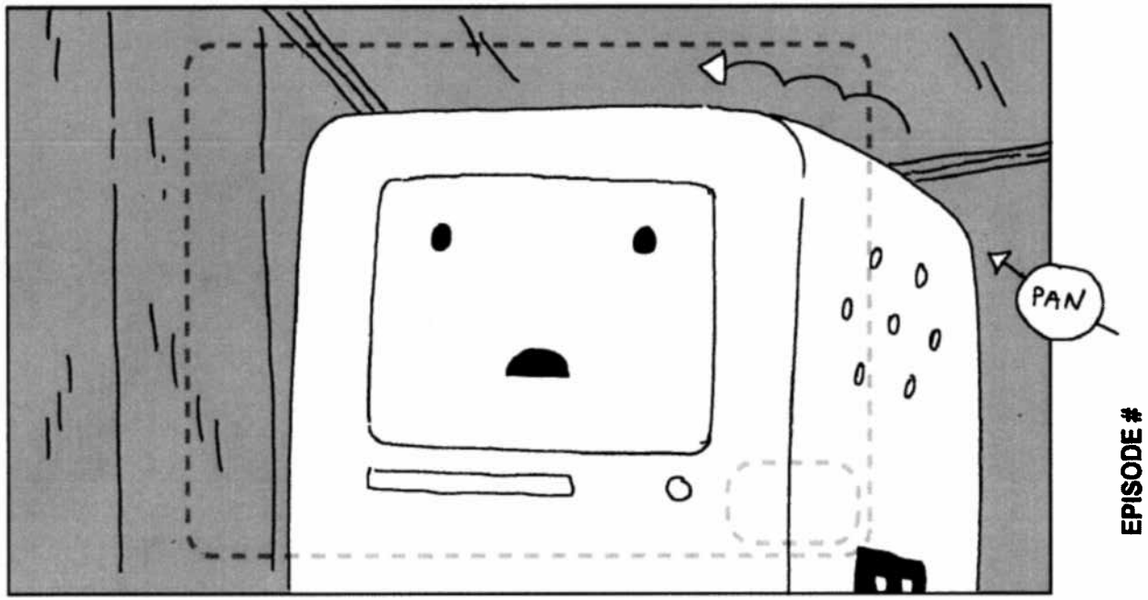
ADVENTURE TIME

Page 59

Sc. 59 Pnl. A Bg. day night



Sc. 60 Pnl. A Bg. day night



Dialog:

(L) ① HA, ② YOU THINK IT WAS RONNIE. MAYBE IF HE WAS MAN ENOUGH TO STEAL A SOCK ③ I WOULDN'T HAVE SPENT MY NIGHTS WITH BEBE.

(BMO) - SO YOU'RE SAYING BEBE IS MAN ENOUGH?

Action:

Timing:

EPISODE # 100895

Production :

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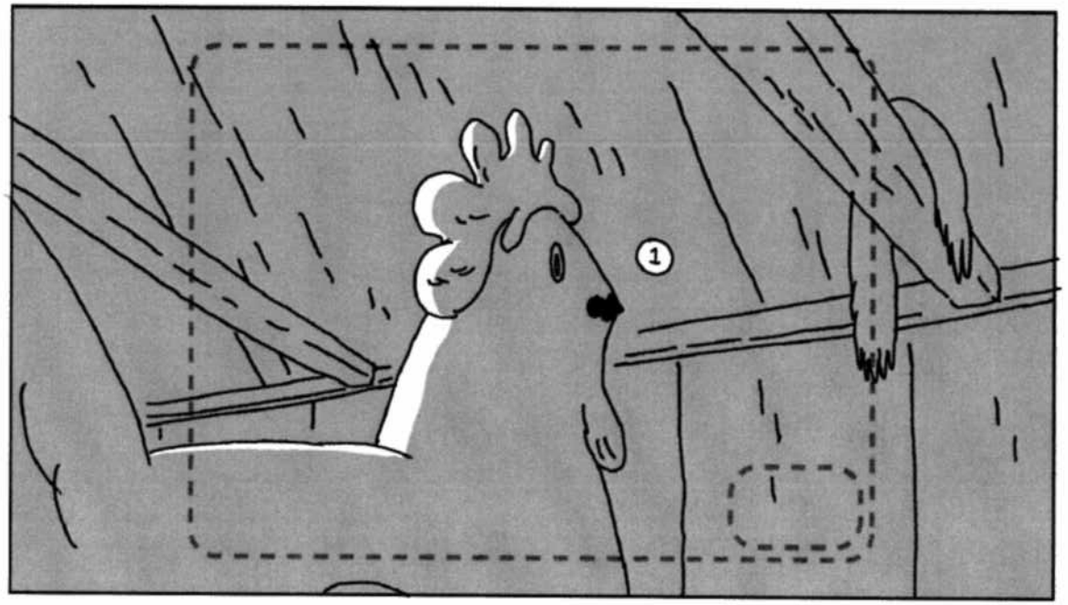
ADVENTURE TIME

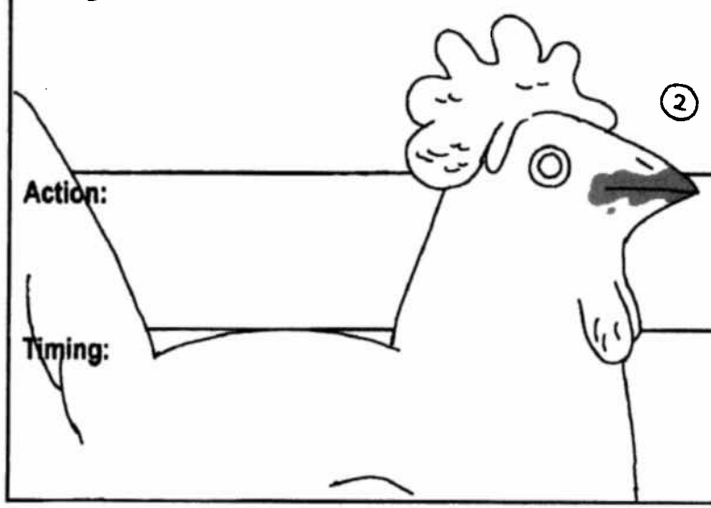
Page 60

Sc. 61 Pnl. A Bg. day night



Sc. 61 Pnl. B Bg. day night

Dialog:



①② WHAT?! NO ③ YOU'RE PUTTING WORDS IN MY MOUTH. BEBE DOESN'T KNOW ANYTHING ② ABOUT FINN'S SOCK.

Action:

Timing:

EPISODE # 100895

Production :

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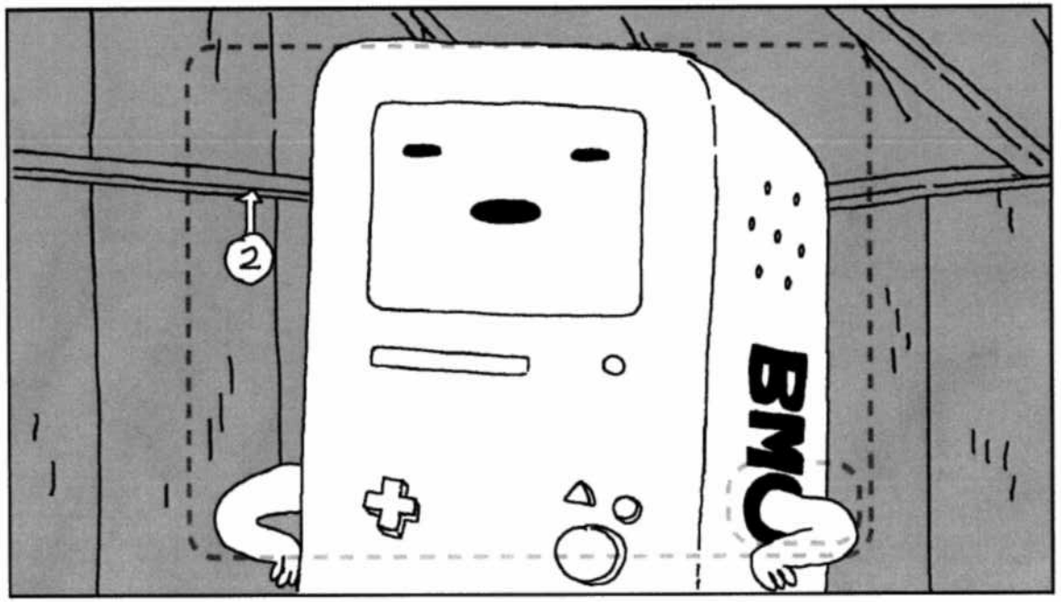
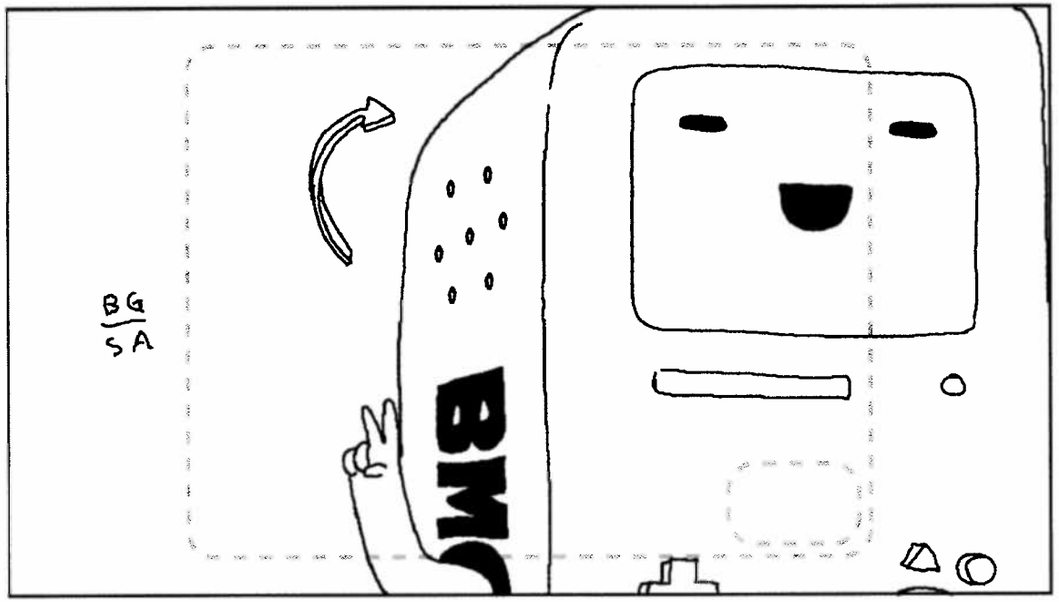
ADVENTURE TIME

Page 61

Sc. 62 Pnl. A Bg. day night



Sc. 62 Pnl. B Bg. day night

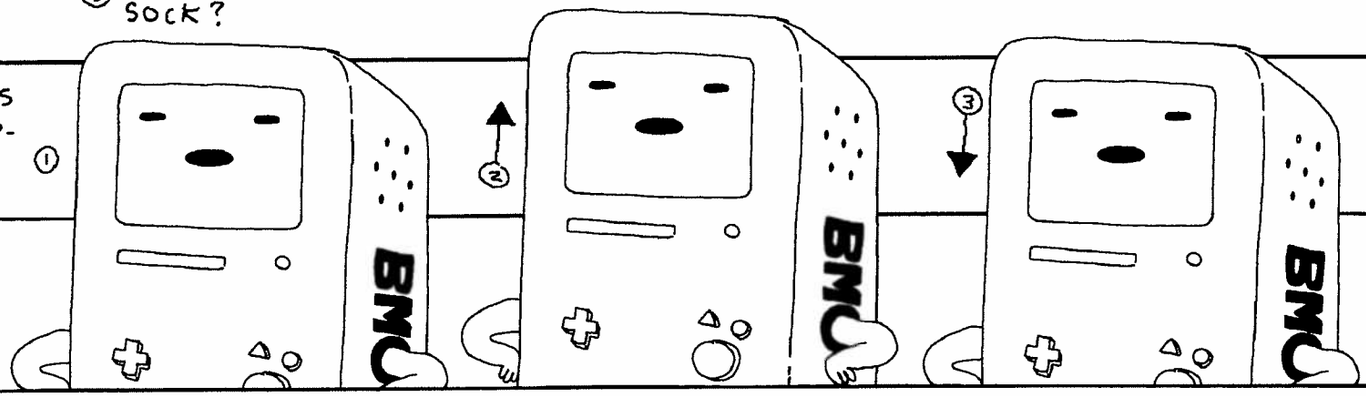


Dialog:

BMO ① FINN'S SOCK? HOW'D YOU KNOW IT WAS ② FINN'S ③ SOCK?

BMO I NEVER SAID WHO'S SOCK WAS STOLEN, LORAINE.

Action: (STANDS ON TIP-TOES) ①



Timing:

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Production :

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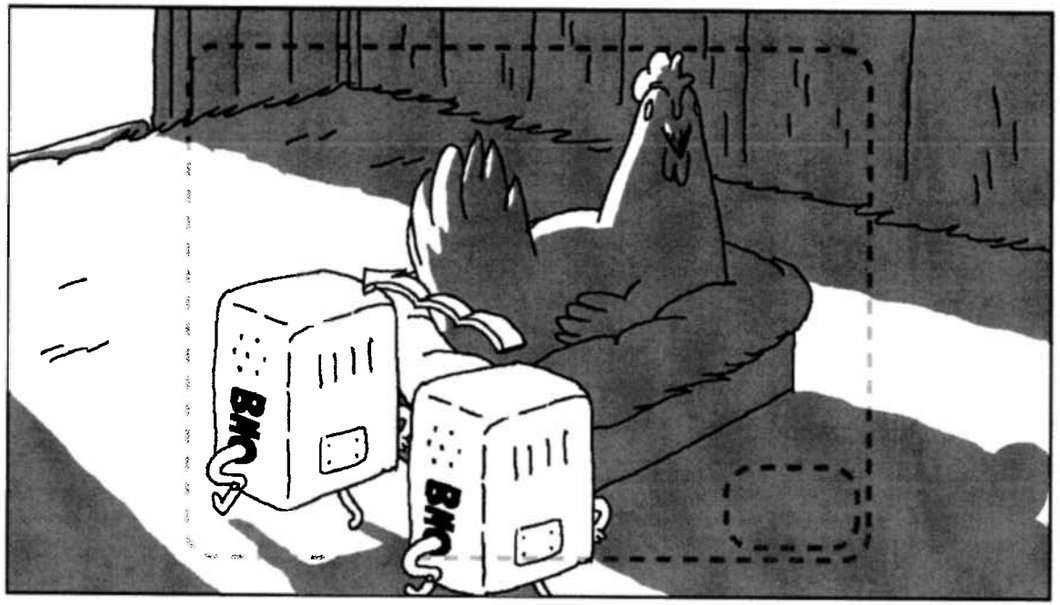
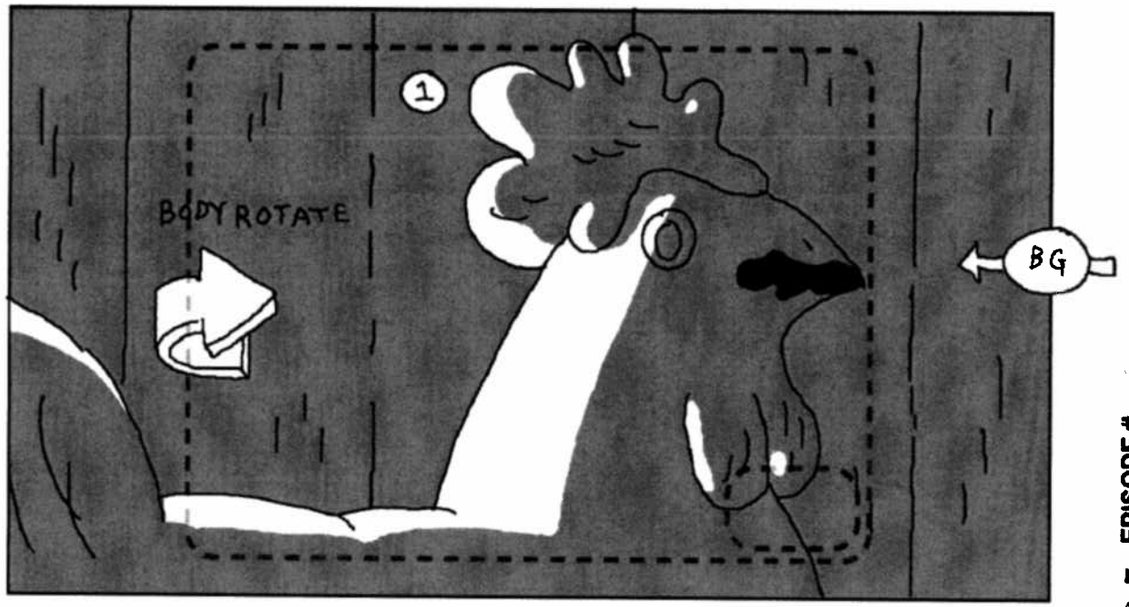
ADVENTURE TIME

Page 62.

Sc. 63 Pnl. A Bg. day night

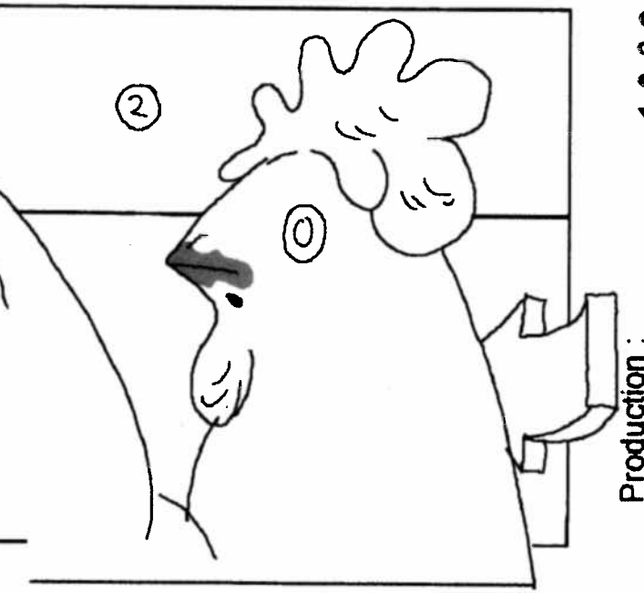


Sc. 64 Pnl. A Bg. day night



Dialog:

(1) I ... UM... I HEARD IT ON THE RADIO



Action:

Timing:

Production : 100895 EPISODE #

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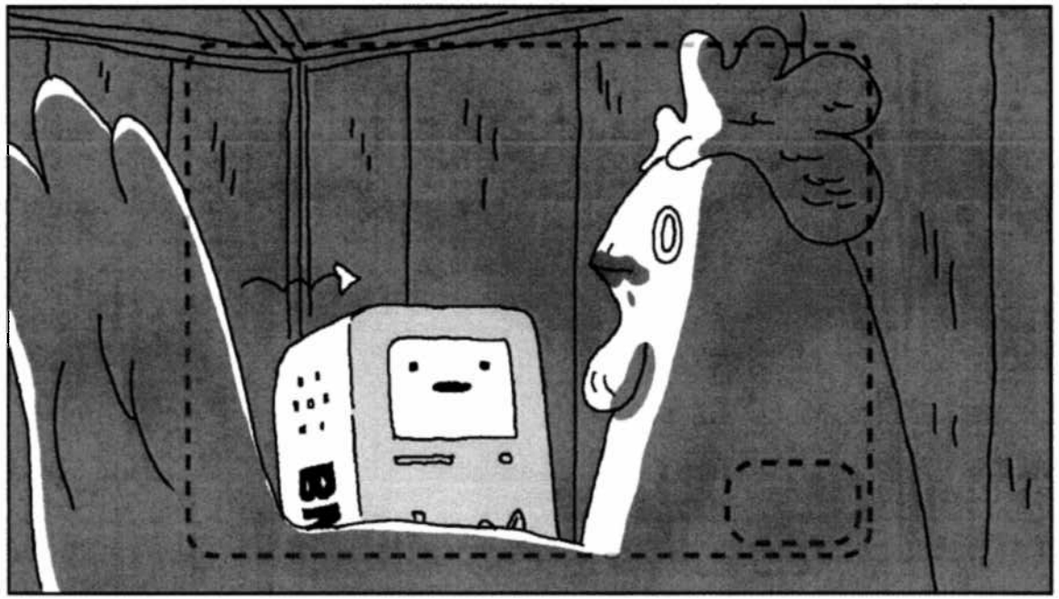
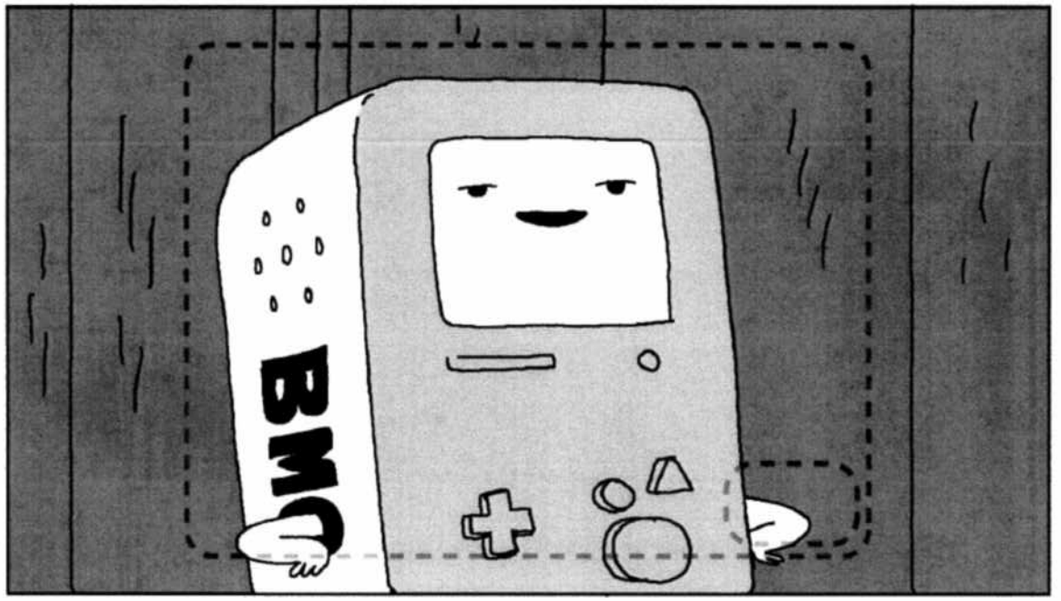
ADVENTURE TIME

Sc. 64 Pnl. B Bg. day night



Sc. 65 Pnl. A Bg. day night



Dialog:

(BMO) NO DICE, SWEET BEAK

(BMO) (CONT) - OFFICER DAVIS HAS THIS CASE UNDER TIGHT WRAPS.

Action:

Timing:

EPISODE # 100895

Production :

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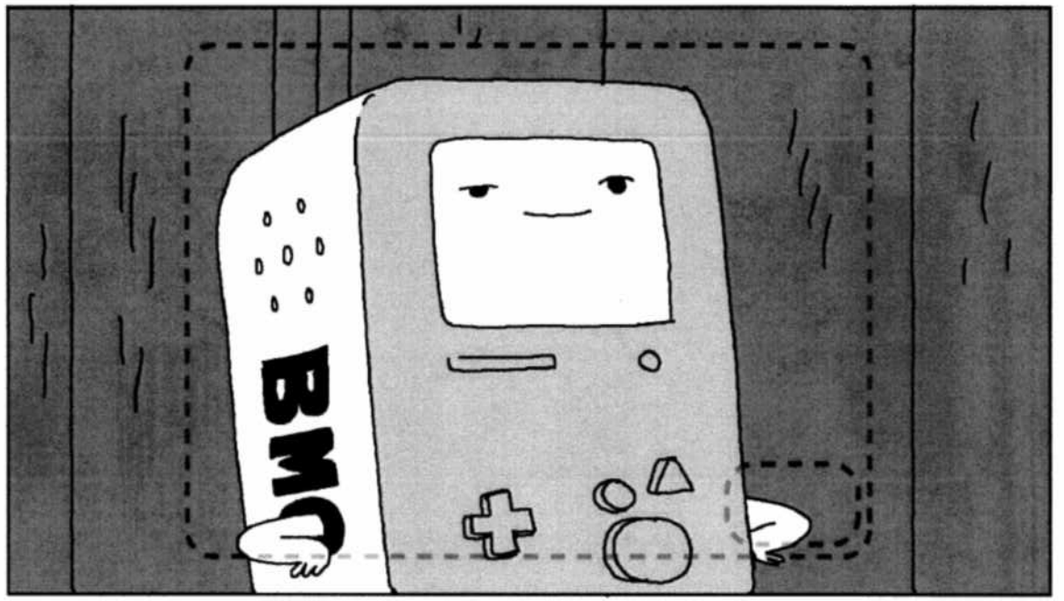
ADVENTURE TIME

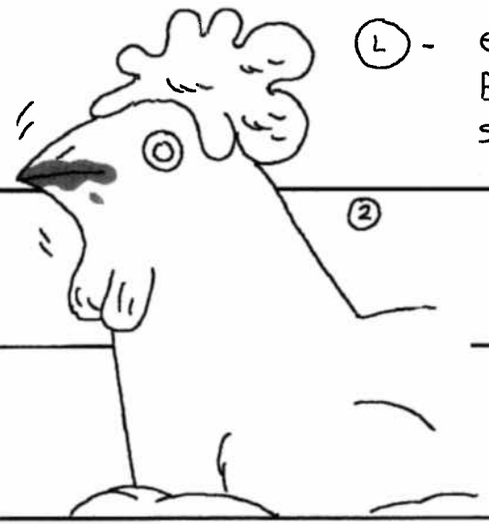
Page 64

Sc. 66 Pnl. A Bg. day night

Sc. 67 Pnl. A Bg. day night



Dialog:



(L) - eH uH ... FINE! BEBE STOLE THE SOCK, OKAY!

Action:

Timing:

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Production :

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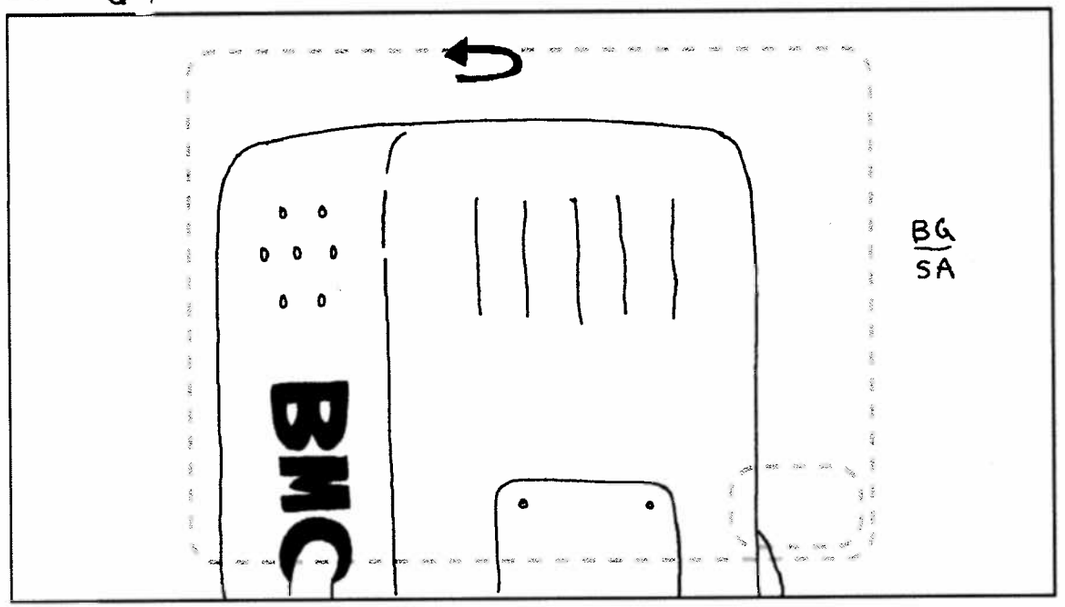
ADVENTURE TIME

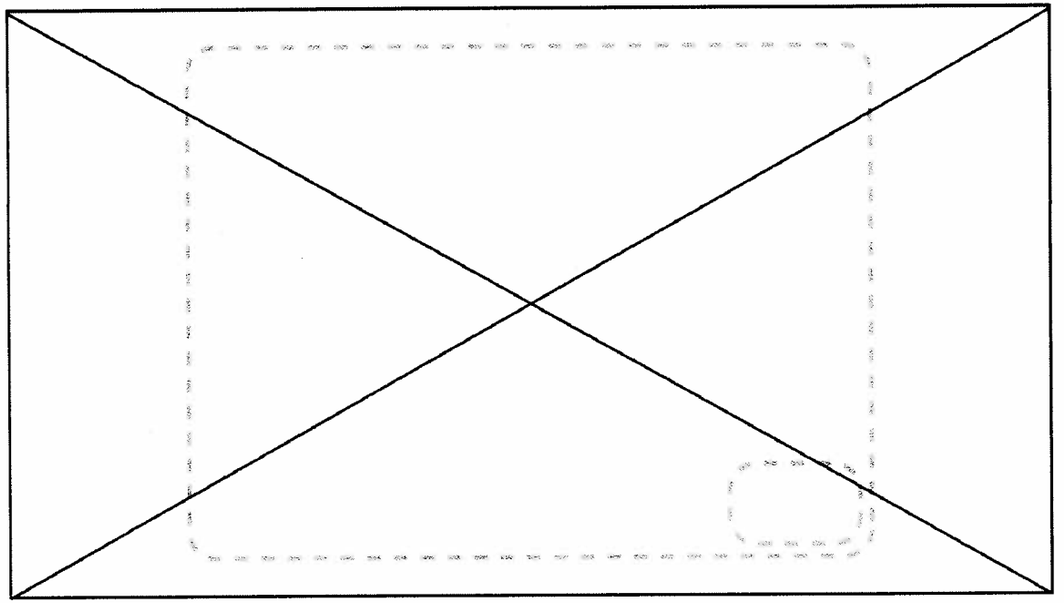
(NO SC 68)
(NEXT SC 69)

Page 65

Sc. 67 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

EPISODE # 100895

Production :

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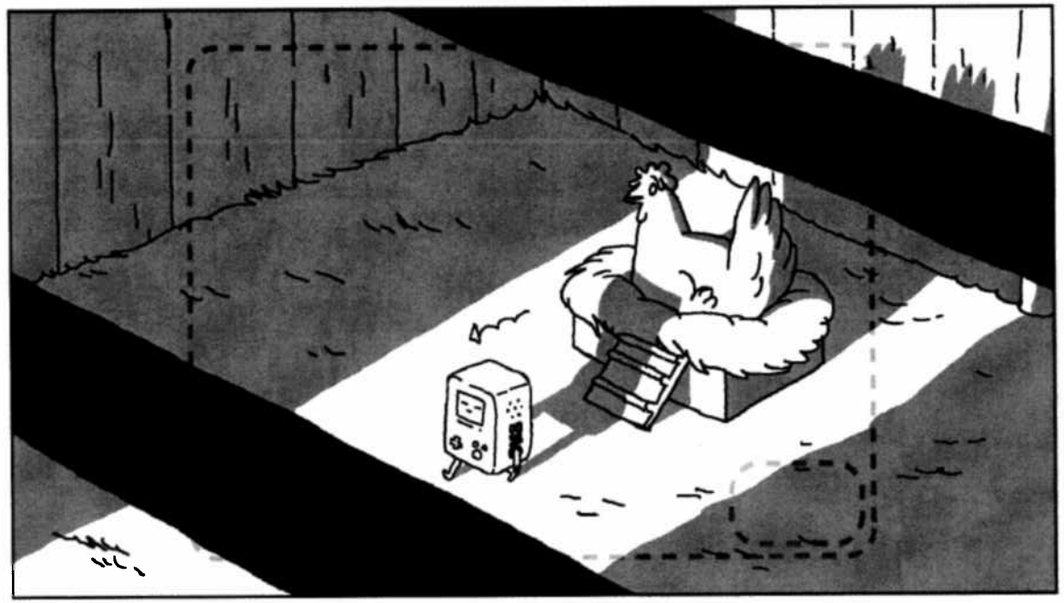
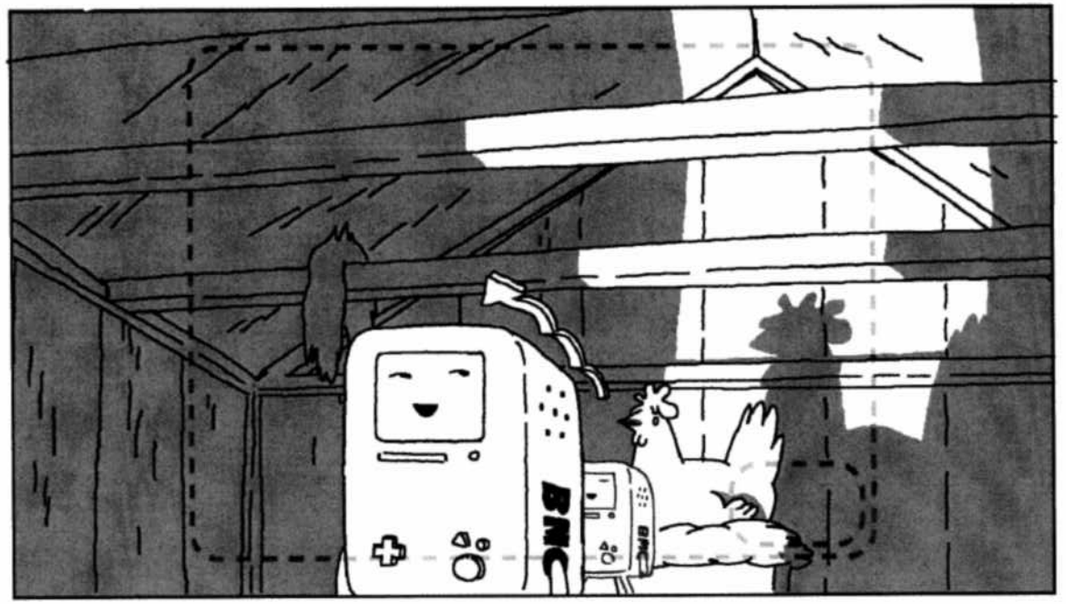
ADVENTURE TIME

Page 66

Sc. 69 Pnl. A Bg. day night



Sc. 70 Pnl. A Bg. day night



Dialog:

(L) - OH BMO, CAN'T YOU JUST FORGET ABOUT IT?

(BMO) - SORRY LADY, FORGETTING AIN'T IN MY JOB DESCRIPTION.

Action:

Timing:

EPISODE # 100895

Production :

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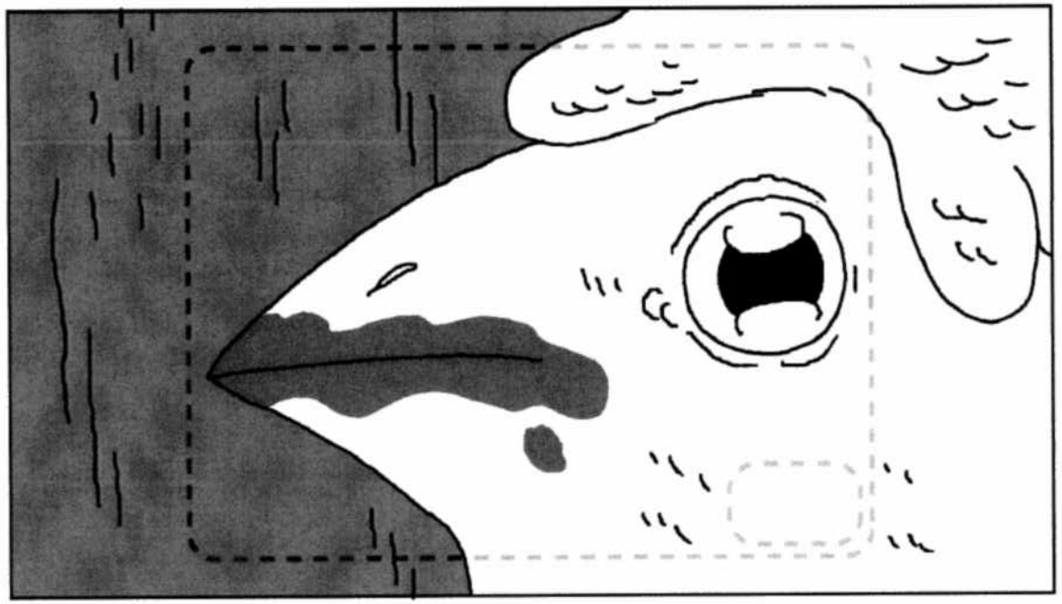
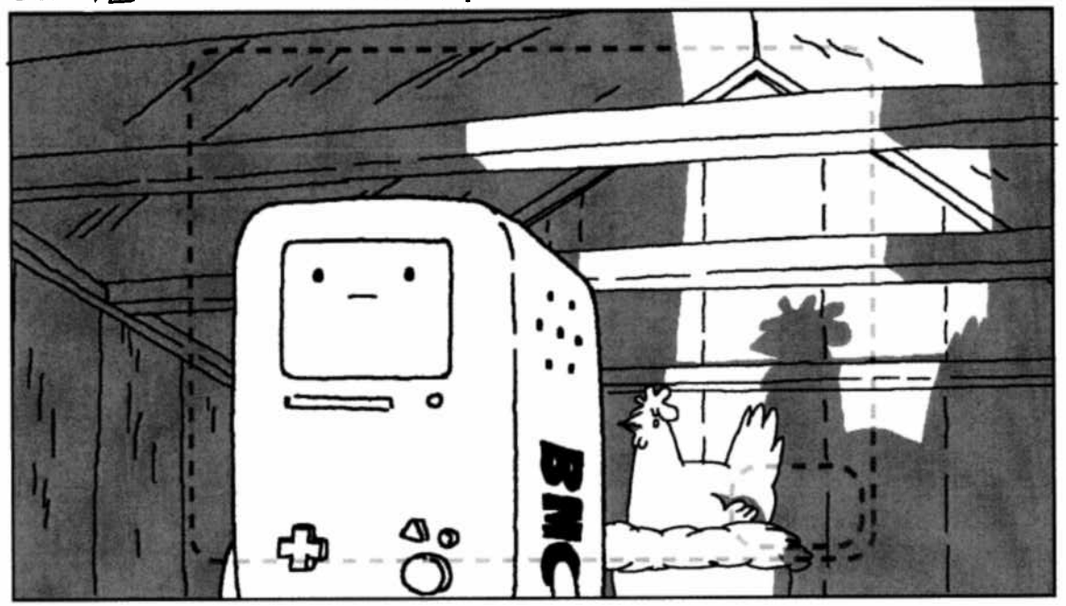
ADVENTURE TIME

Sc. 71 Pnl. A Bg. day night



Sc. 72 Pnl. A Bg. day night



Dialog:

(L) - DOES THIS MEAN YOU STILL REMEMBER ... US ...?

Action:

Timing:

EPISODE # 100895

Production :

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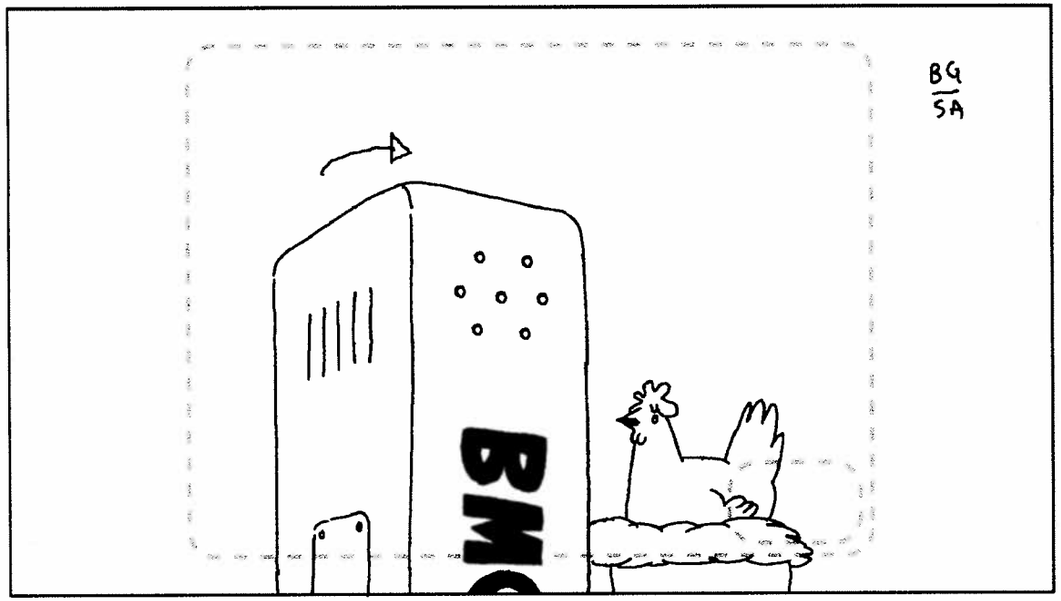
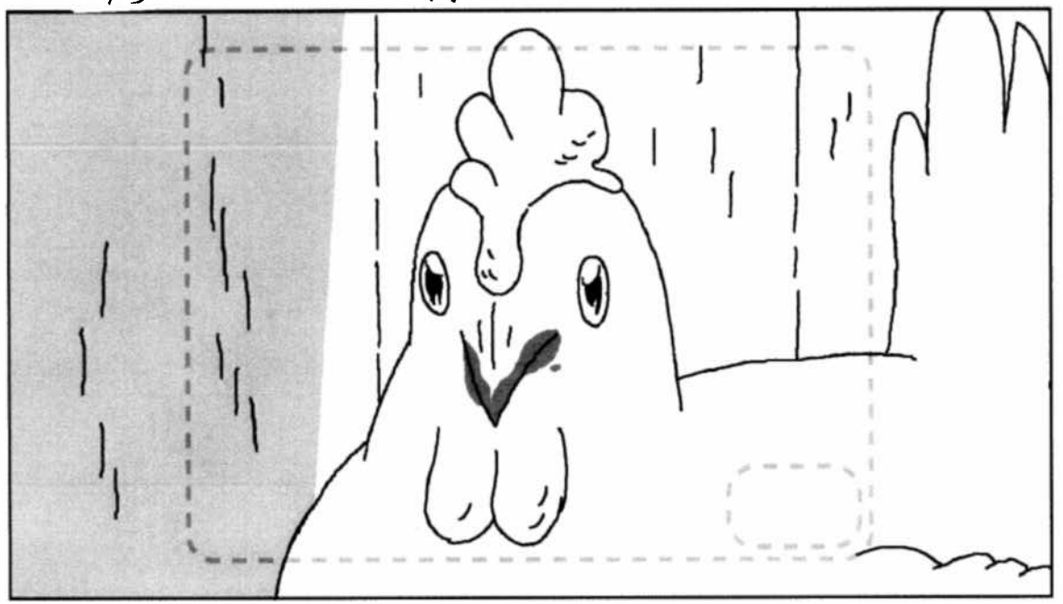
ADVENTURE TIME

Sc. 72 Pnl. B Bg. day night



Sc. 73 Pnl. A Bg. day night



Dialog:

Action:

Timing:

EPISODE # 100895

Production :

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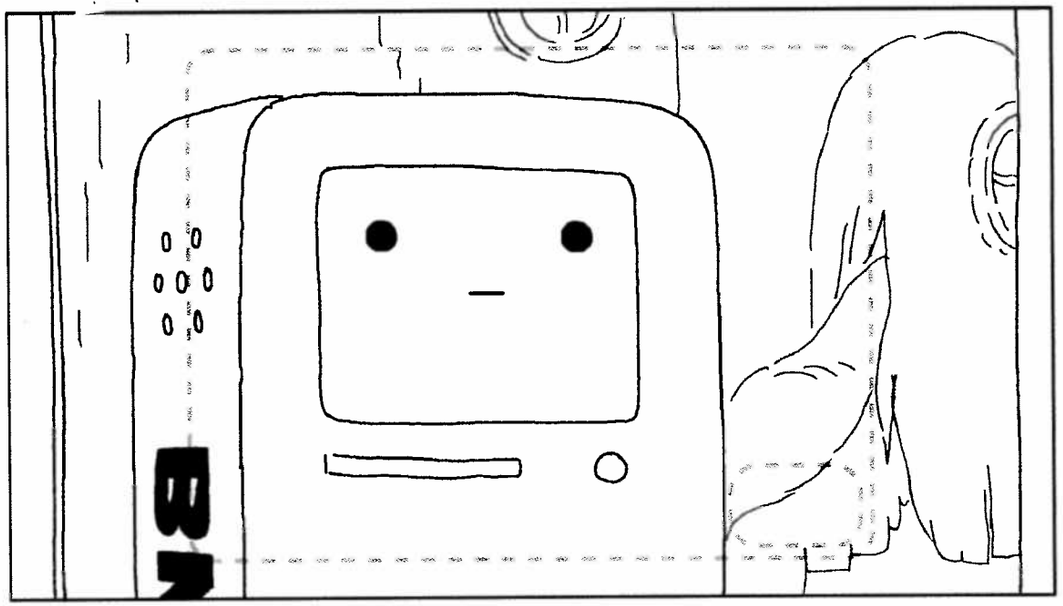
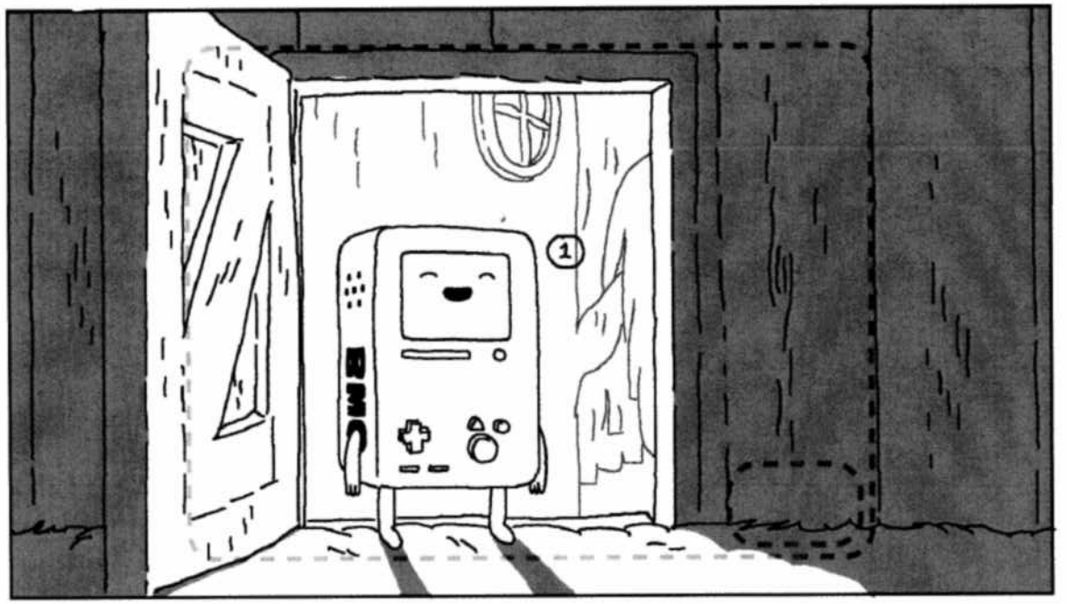
ADVENTURE TIME

Sc. 74 Pnl. A Bg. day night

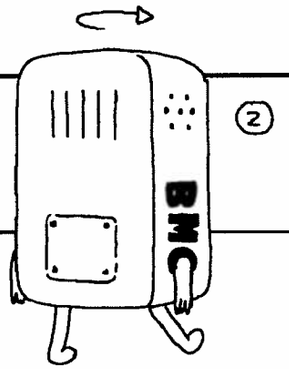


Sc. 75 Pnl. A Bg. day night



Dialog:

(1) BMO - HA HA. SAME OLD LORAINE (2)



Action:

Timing:

EPISODE # 100895

Production :

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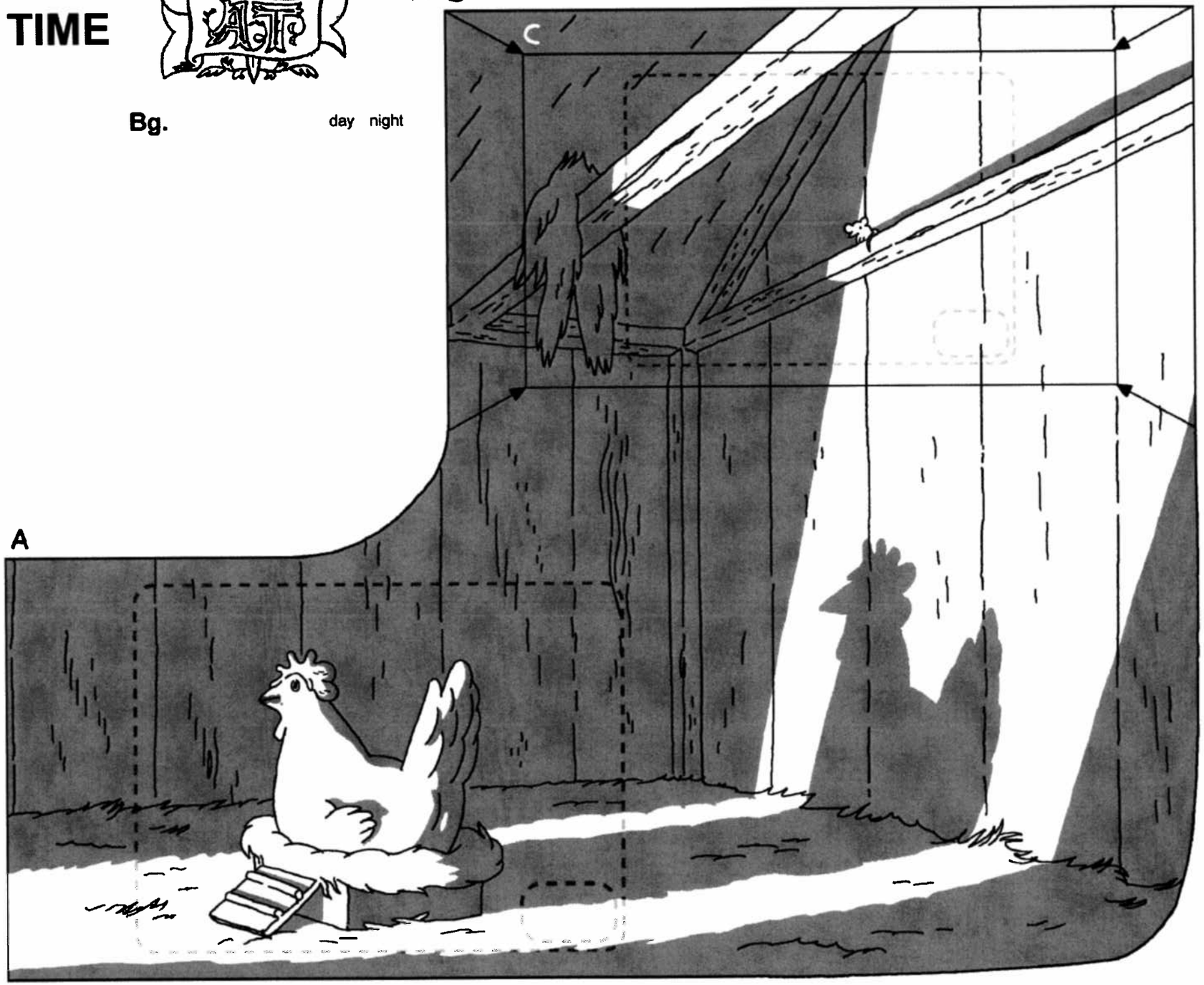
ADVENTURE TIME

Sc. 76 Pnl. A Bg. day night

76 B

Page 70



Dialog: (L) - WELL, DON'T TELL RONNIE ABOUT ME AND BEBE. HE GETS SO JEALOUS!

Action:

Timing:

EPISODE # 100895

Production :

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ADVENTURE TIME

Page 71

Sc. 77 Pnl. A Bg. day night

Sc. 77 Pnl. B Bg. day night

Dialog:

Action: NOSE TWITCH.

Timing:

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Production :

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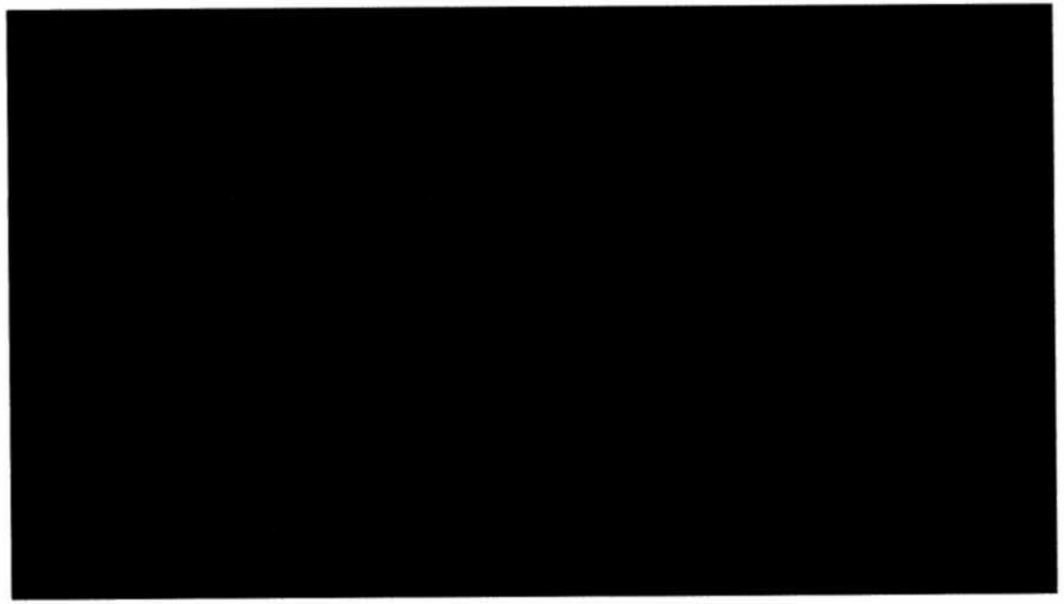
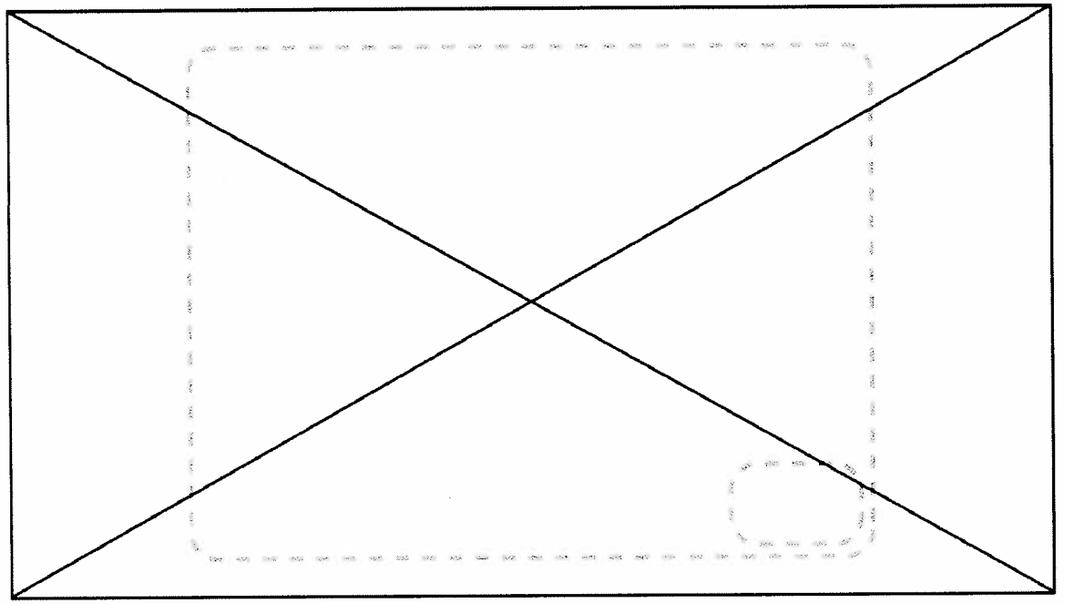
ADVENTURE TIME

Sc. 77 Pnl. c Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

DOOR CLOSES.

Timing:

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Production :

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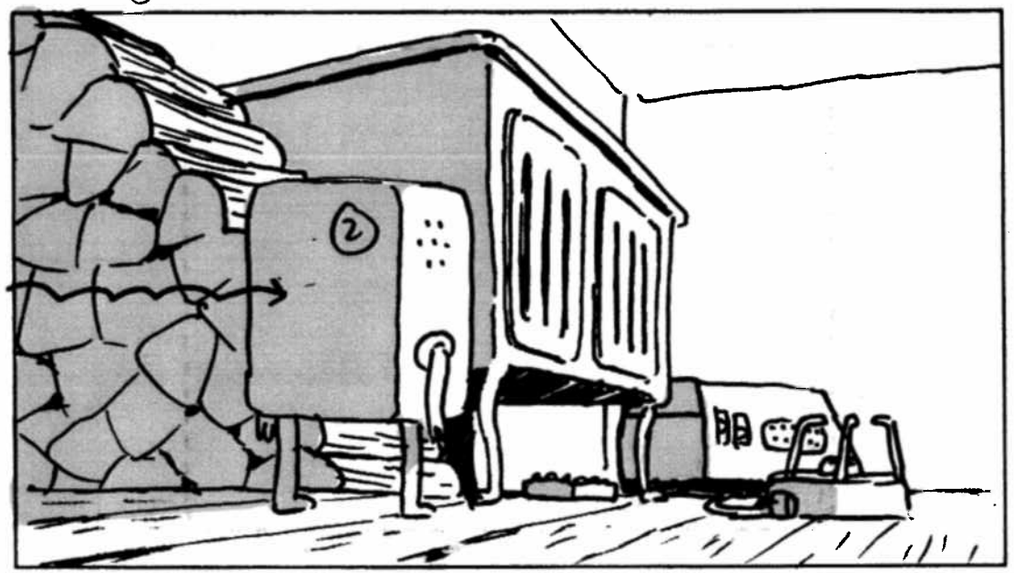
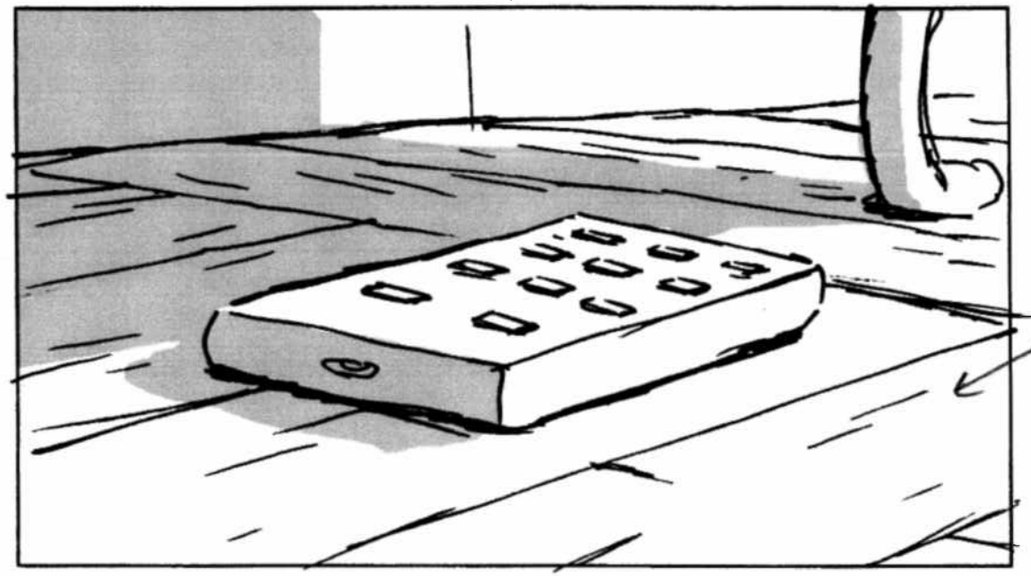
ADVENTURE TIME

Page 73

Sc. 78 Pnl. A Bg. day night



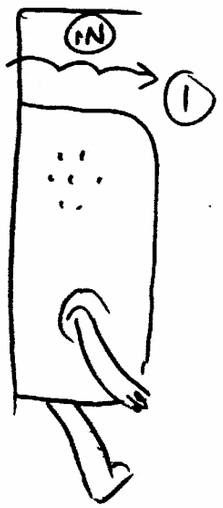
Sc. 79 Pnl. A Bg. day night



EPISODE # 100895

Dialog:

(B:) Bébé owned "Bébé's".



(B:) A dance club downtown, seedier than strawbizzle.

Action:

Timing:

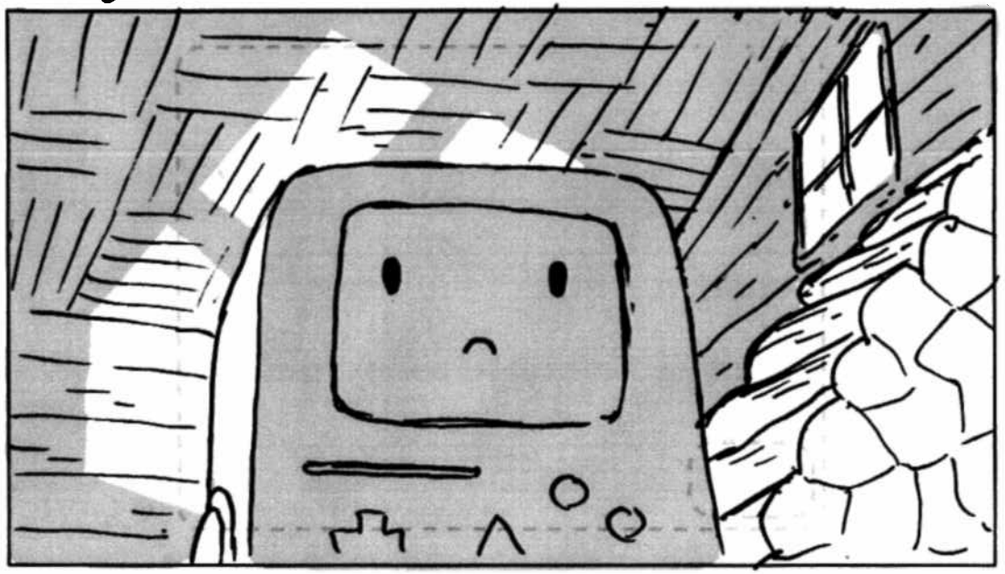
Hoops - Fireplace has tiles under it...

ADVENTURE TIME

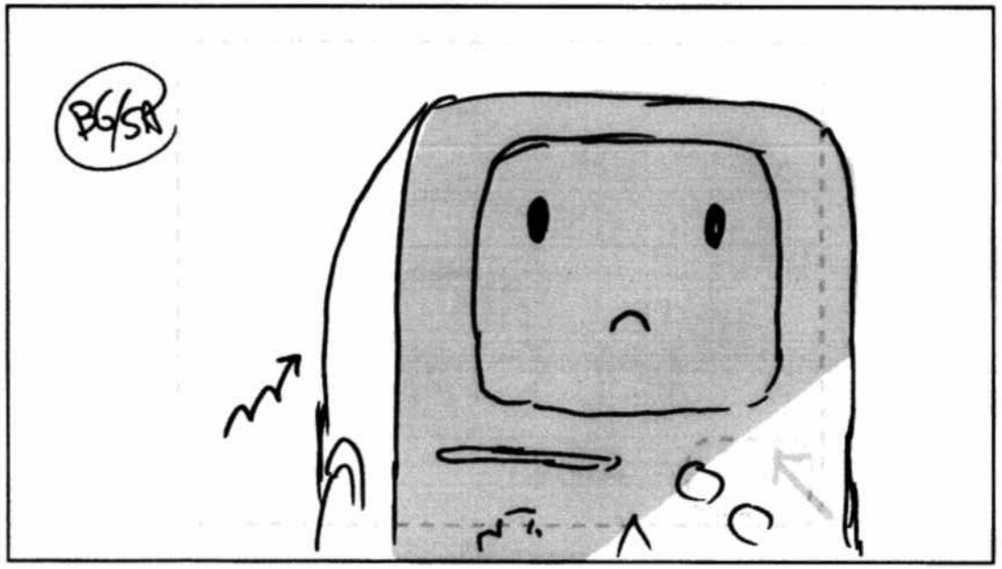
(no scene #81; next scene #82)

Page 74

Sc. 80 Pnl. A Bg. day night



Sc. 80 Pnl. B Bg. day night



Dialog: (BMO:) He hits ladies.

Action:

Timing:

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Production :

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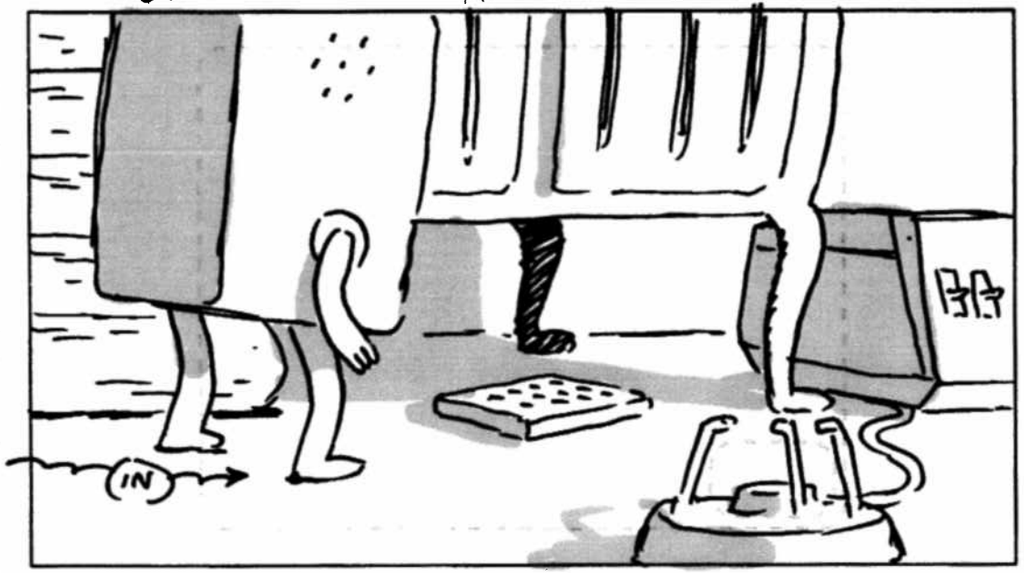
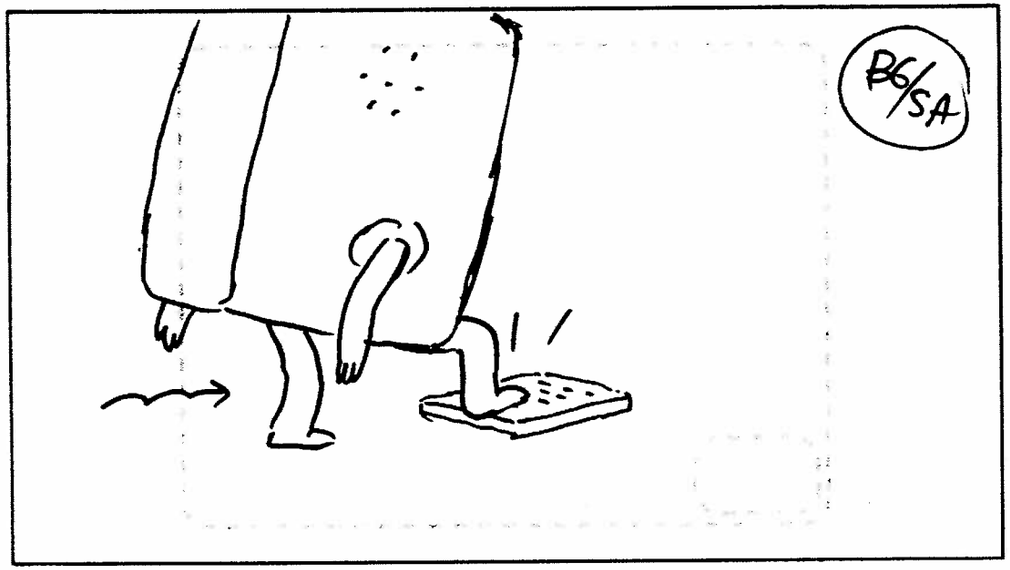
ADVENTURE TIME

Sc. 82 Pnl. A Bg. day night



Sc. 82 Pnl. B Bg. day night



Dialog:

SFX: *CRUNCH*

BMO: wake up Brainiac

ALT: Wake up Bébé

Action:

Timing:

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Production :

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ADVENTURE TIME

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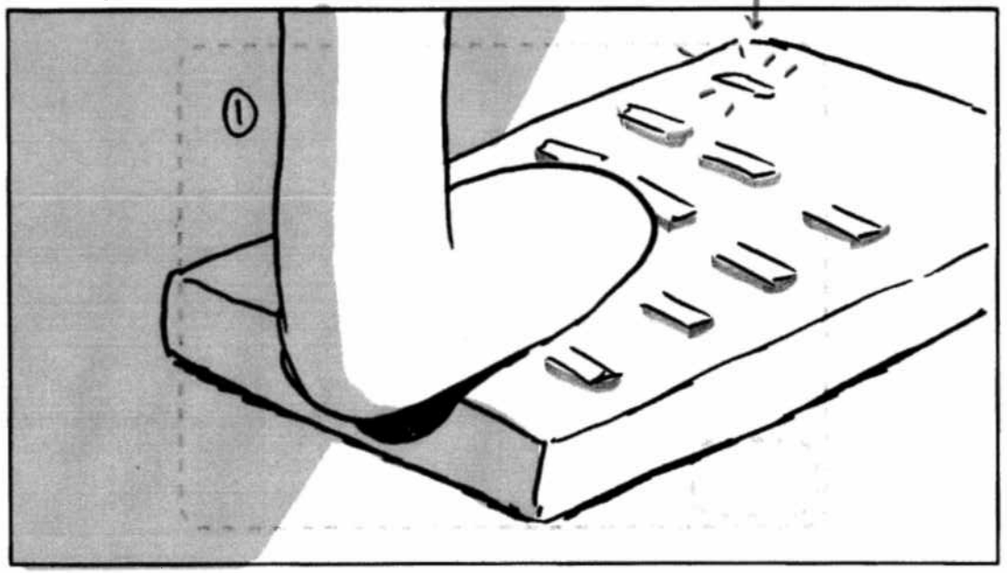
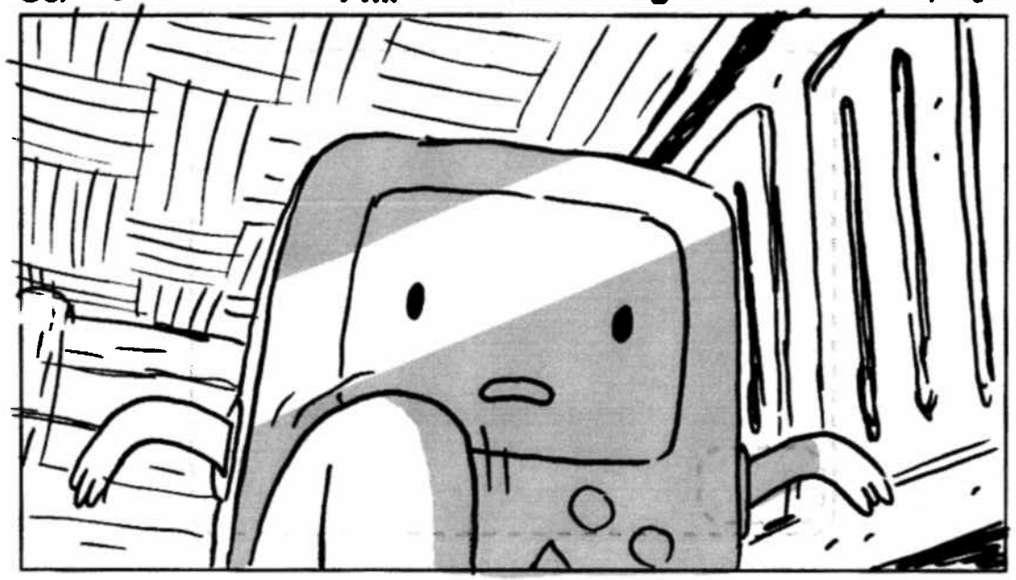
Sc. 83 Pnl. A Bg. day night

LIGHT FLASHES AS BMO STEPS - SYNCED TO DIAL



Sc. 84 Pnl. A Bg. day night

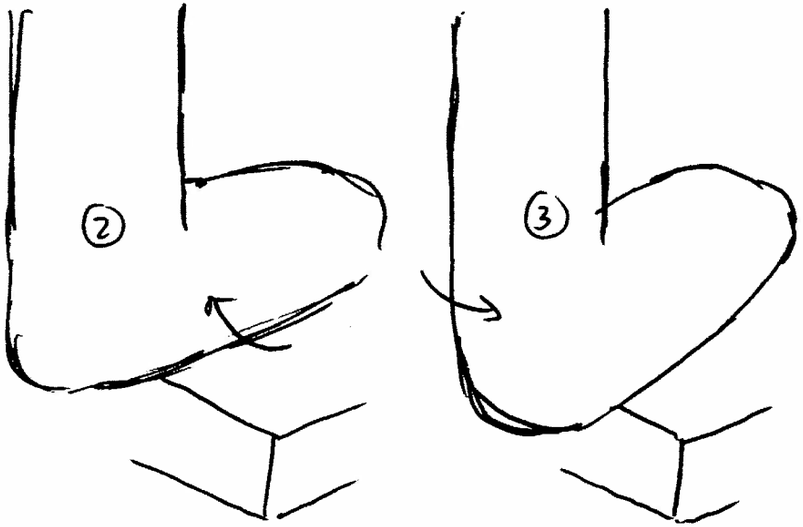


Dialog: (Bébé:) BMo? Auh-augh-Ahh! Ayaggh!!

(BMo:) Where's the sock Bébé?

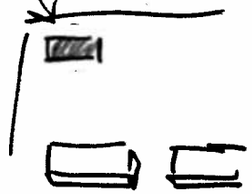
ALT: WHERE'S THE SOCK?

Action: (1) (2) (3) (2) (3)



Timing: Bmo grinds heel into remote

flashing.



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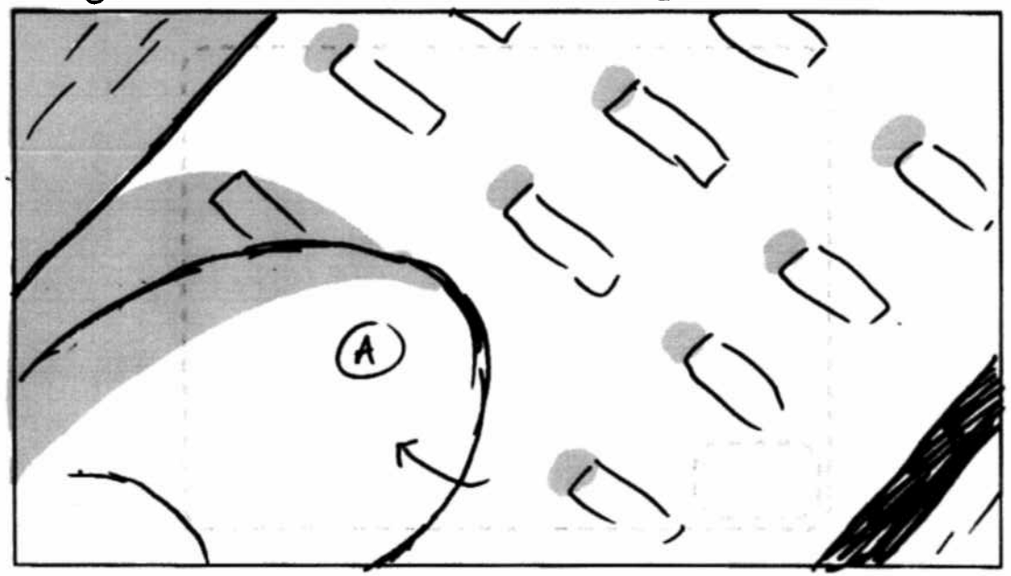
ADVENTURE TIME

Sc. 85 Pnl. A Bg. day night



Sc. 86 Pnl. A Bg. day night

EPISODE # 100895

5

Dialog:

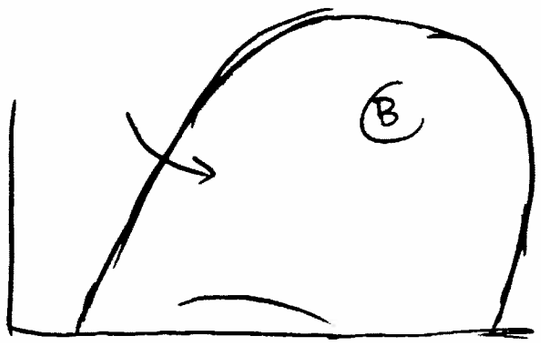
(Bébé:) Ugh... *cough* I- I don't know nuthin' bout no sock-

(BMO:) Don't play dumb Bébé -

Action:

(A)(B)(A)(B)

BMO grinds his foot into remote



Timing:

Production :

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ADVENTURE TIME

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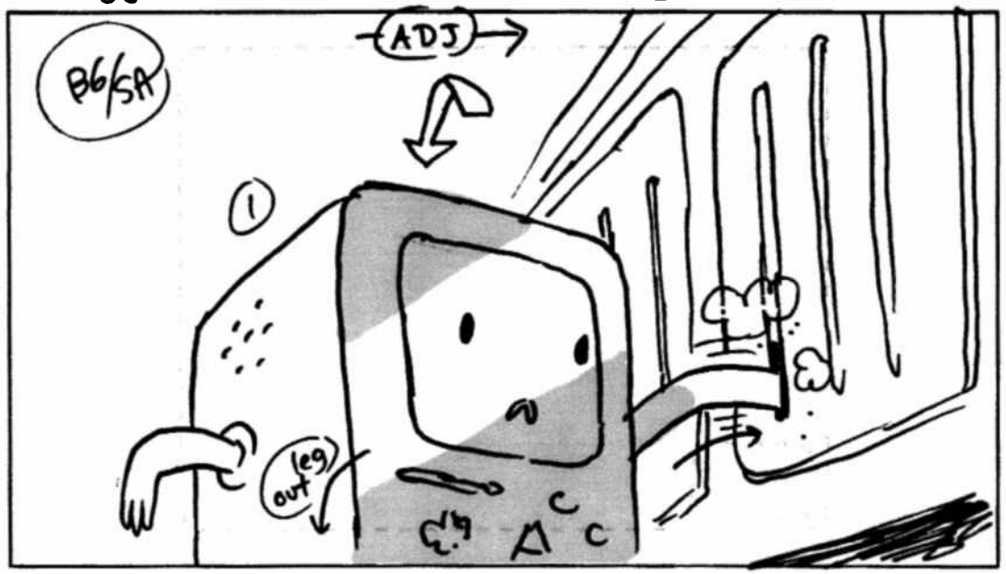
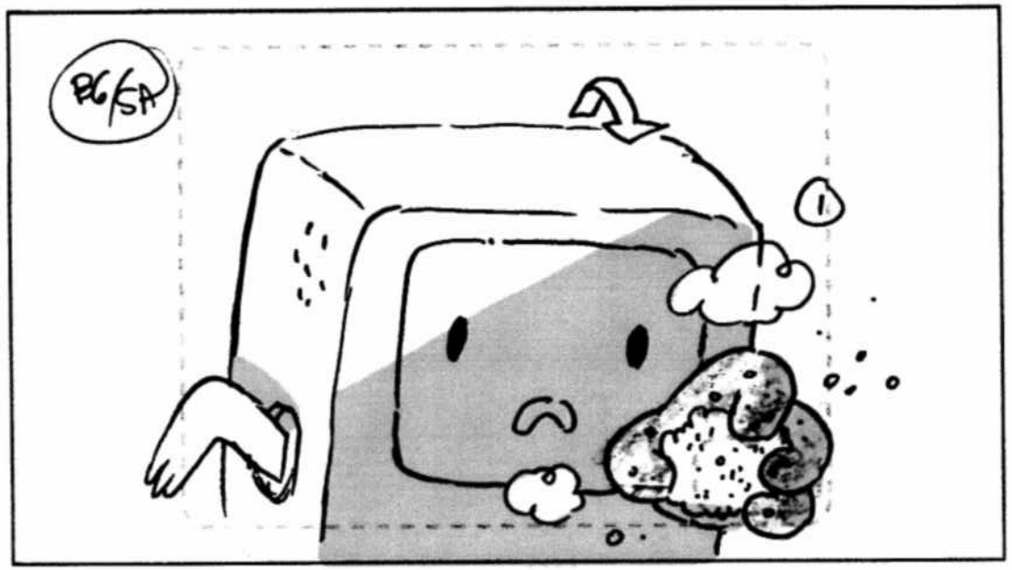
Sc. 86 Pnl. B Bg. day night



Sc. 86 Pnl. C Bg. day night



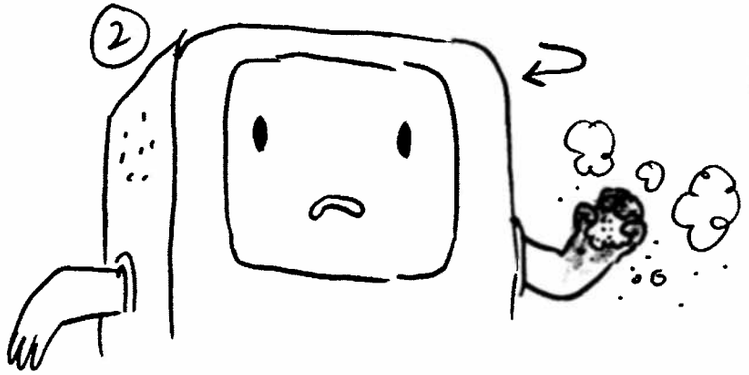
EPISODE # 100895

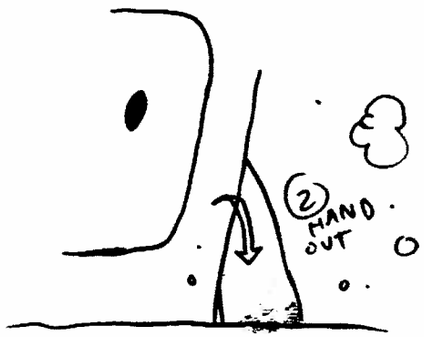
Dialog:

(BMO:) DON'T PLAY DUMB WITH ME!

Action:

Timing:





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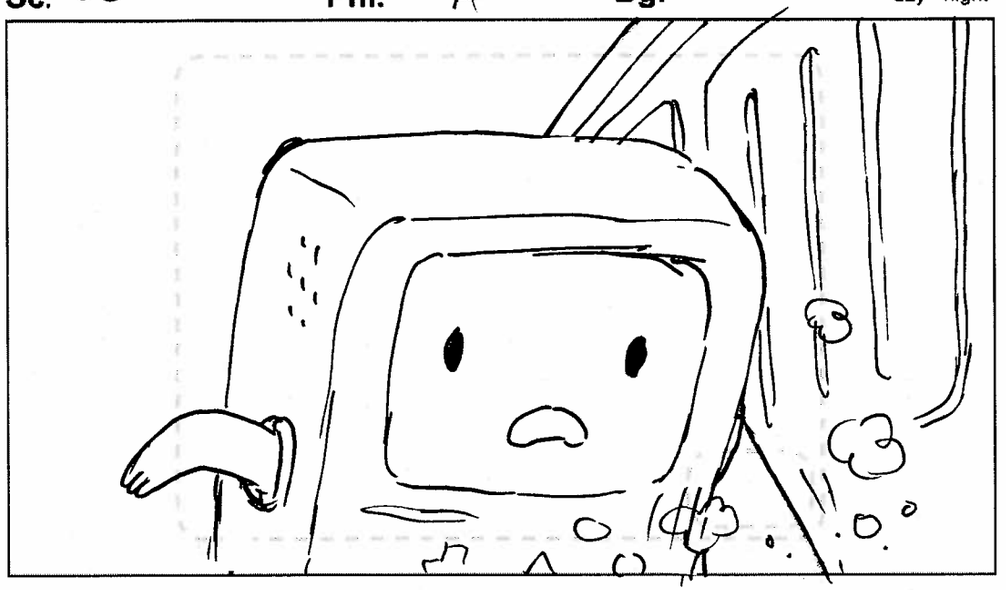
ADVENTURE TIME

Sc. 87 Pnl. A Bg. day night

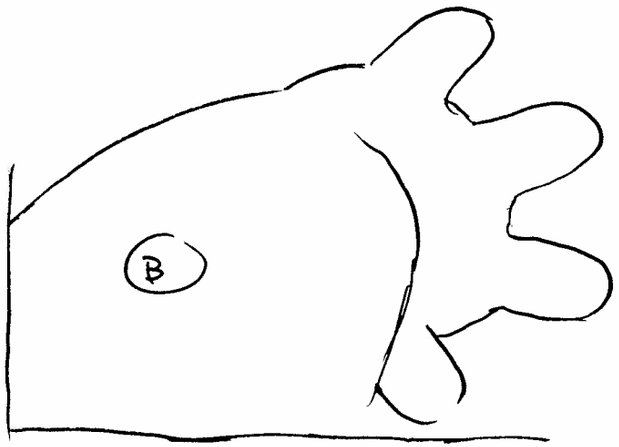
Sc. 88 Pnl. A Bg. day night



Dialog: (Bébé:) Ugh -
cough cough
gag
Augh Ack -

Action:
(A)(B)(A)(B) etc.
BMO rubs ashes on remote

Timing:



(BMO:) I talked to Lorraine Bébé!

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ADVENTURE TIME

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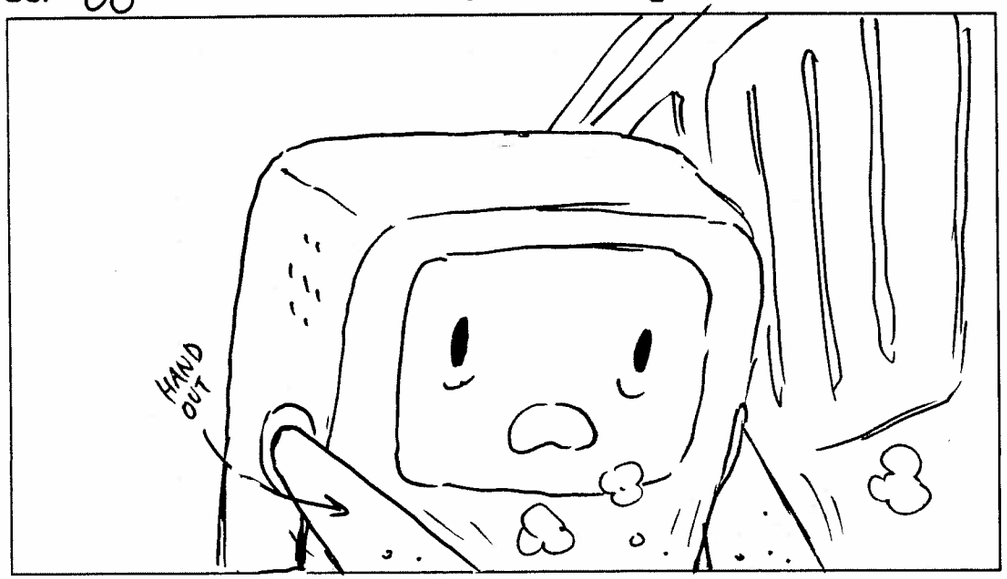
Sc. 88 Pnl. B Bg. day night



Sc. 89 Pnl. A Bg. day night

Dialog:

(BMO:) She sold you out dum-dum!

(BÉBÉ:) (tearful): no- *cough*- no! she- she wouldn't do that-

Action:

Timing:

EPISODE # 100895

Production :

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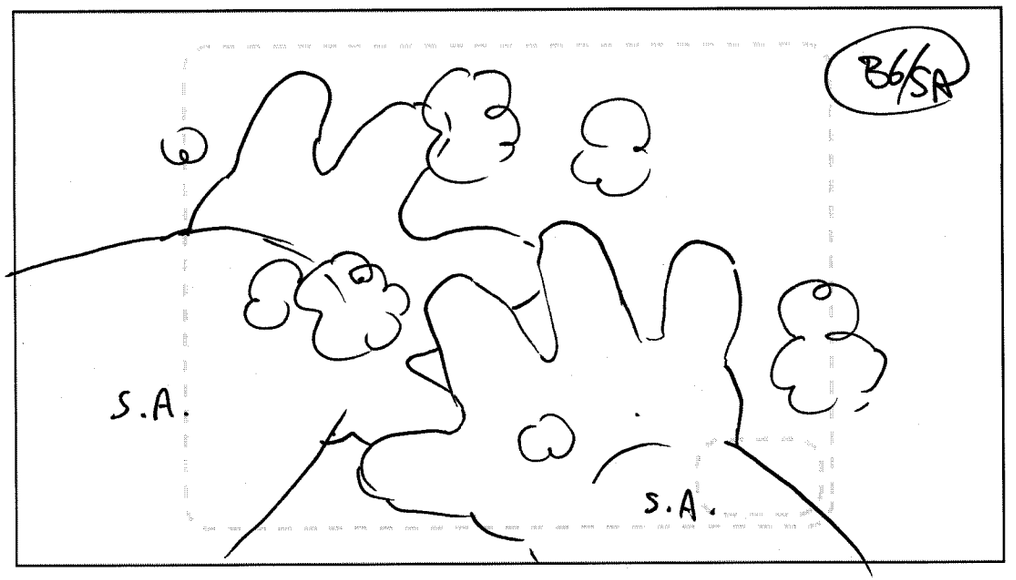
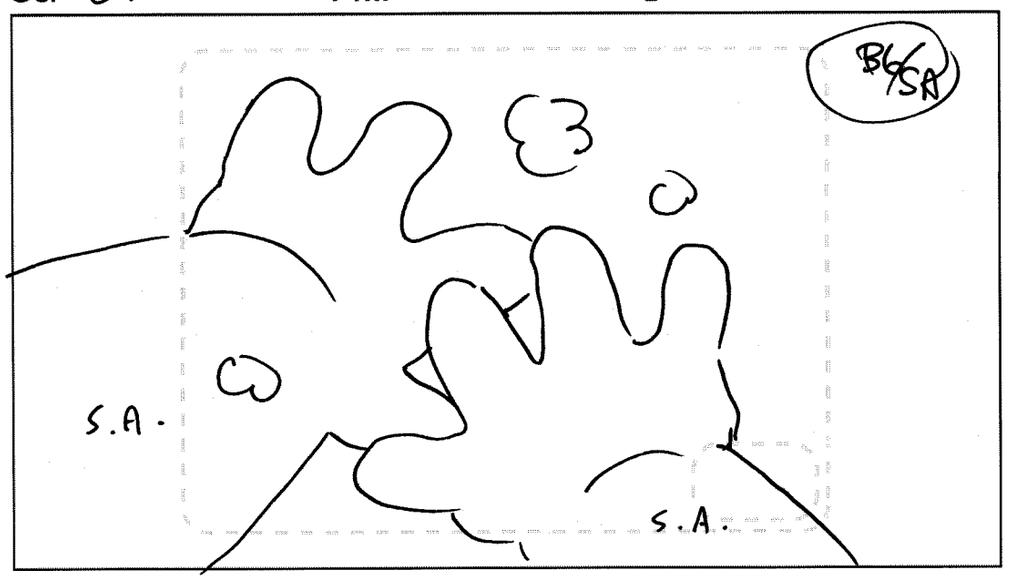
ADVENTURE TIME

Sc. 89 Pnl. B Bg. day night



Sc. 89 Pnl. C Bg. day night



Dialog: (Bébé:) (tearful)
it wasn't me *sob cough*
I swear ... →

... it was Ronnie

Action: CYCLE CHANGES TO:
(starting with LA/RA visible) (LB 1) (RB 2) (LA 3) (RA 4) (LB 5) (RB 6) etc.

- cycle slows to a stop.
- ash clouds stop

Timing:

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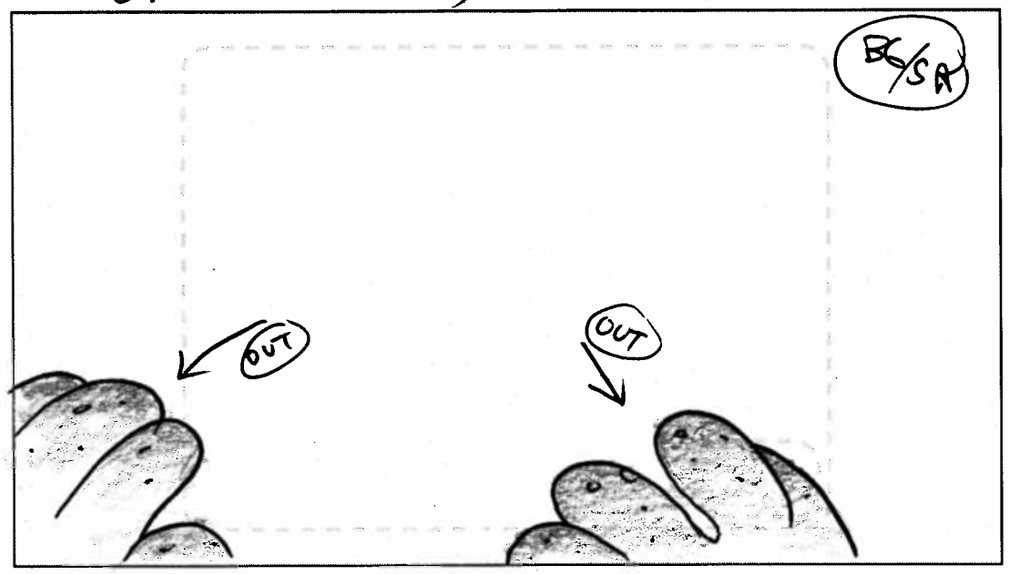
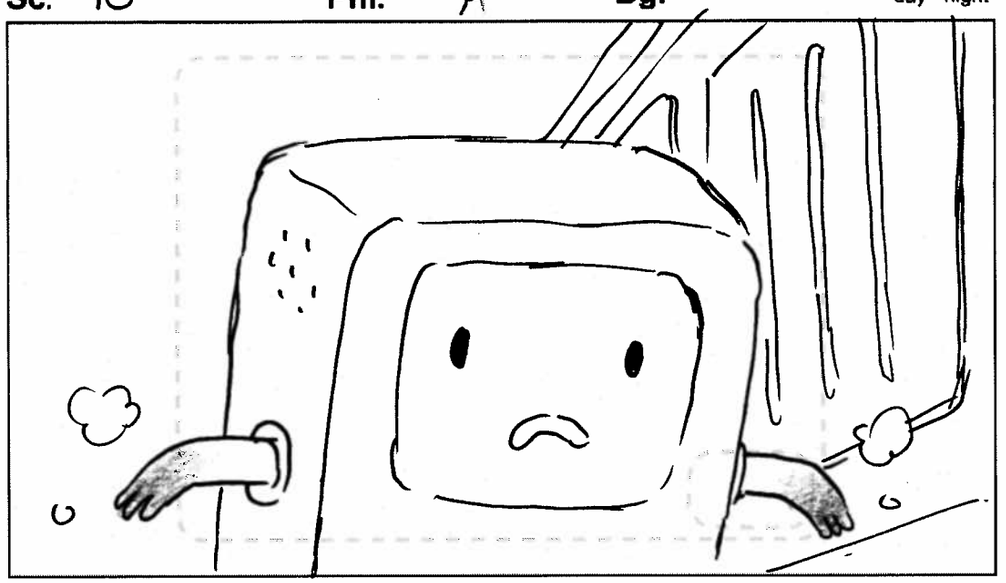
ADVENTURE TIME

Sc. 89 Pnl. D Bg. day night



Sc. 90 Pnl. A Bg. day night



Dialog:

Bébé: (tearful/exhausted) * sob sob* it was ronnie... * sob * ugh ack * cough *

BMO: Ronnie?

Action:

Timing:

EPISODE # 100895

Production :

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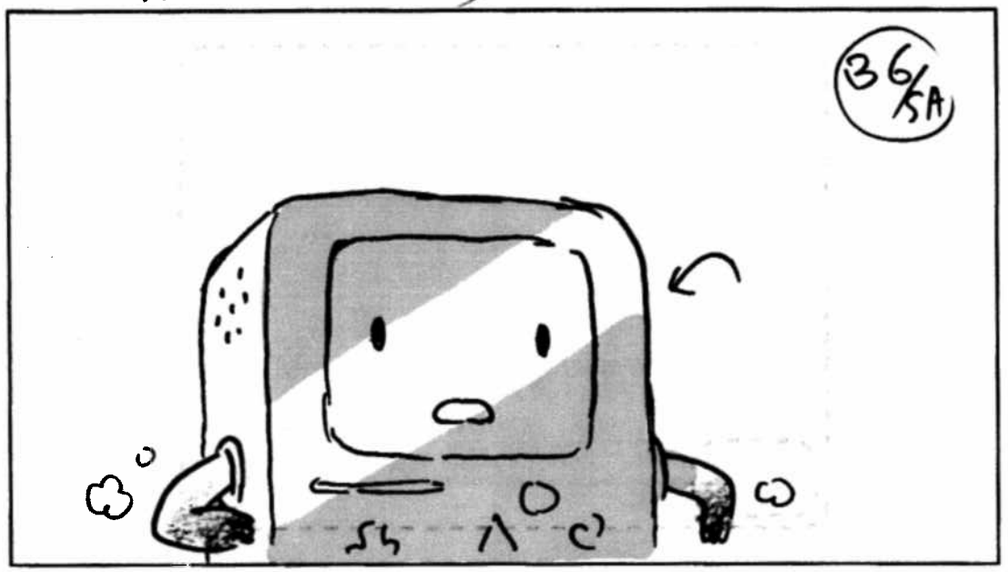
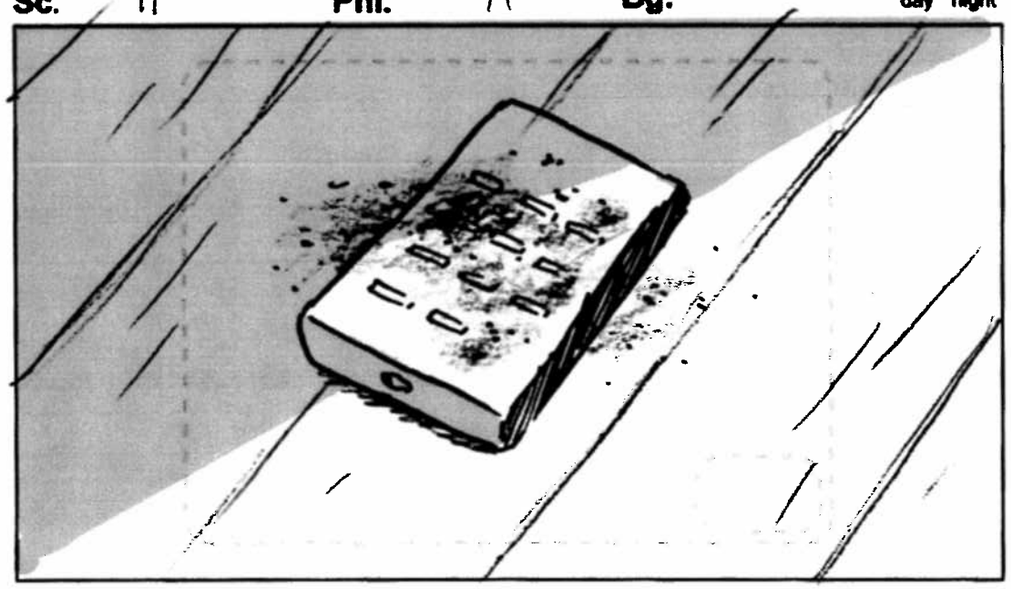
ADVENTURE TIME

Sc. 90 Pnl. B Bg. day night



Sc. 91 Pnl. A Bg. day night



Dialog:

(Bmo:) But why...?

(Bébé:) I don't know man- I don't know... * sob sob *
Oh Lorraine....

Action:

Timing:

EPISODE # 100895

Production :

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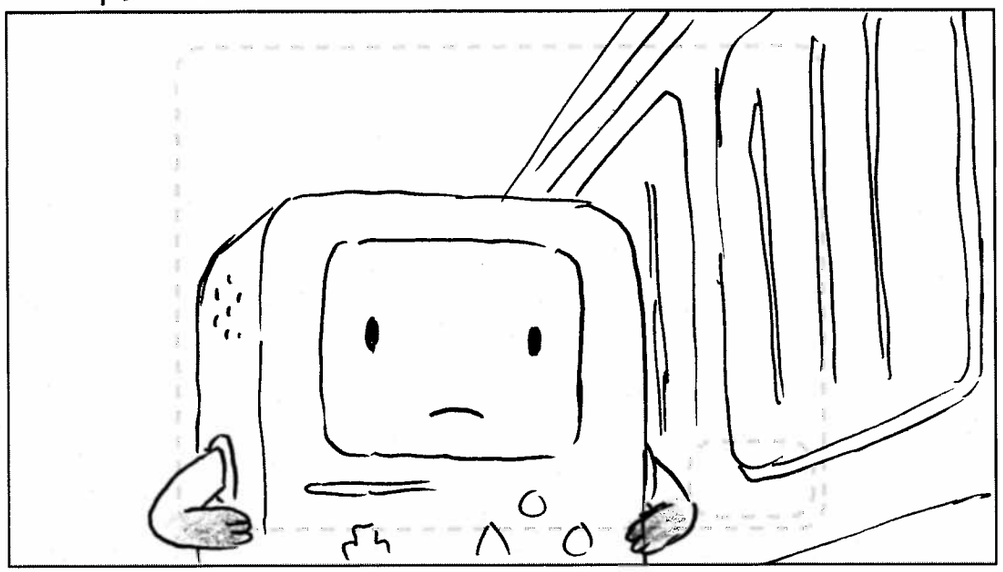
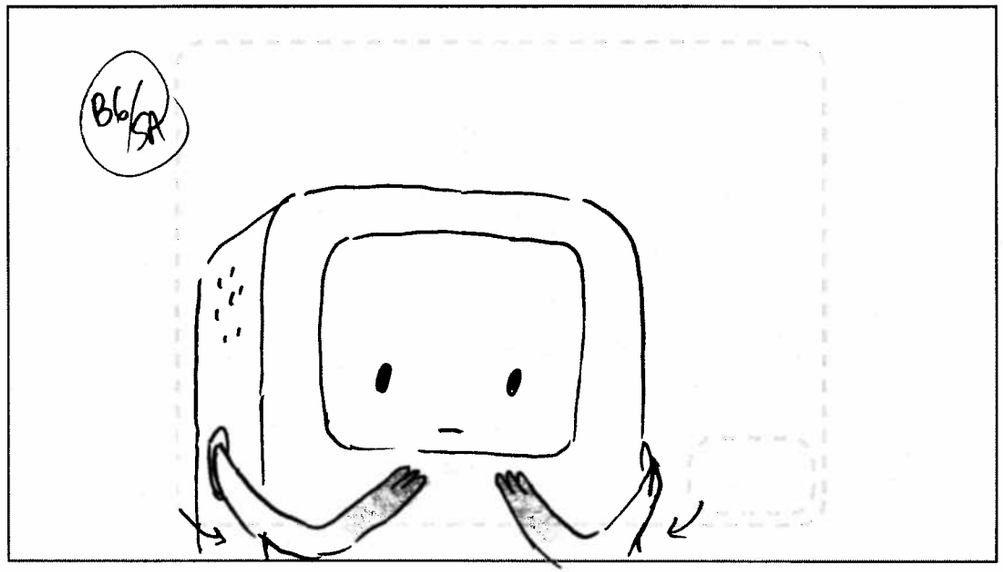
ADVENTURE TIME

Sc. 92 Pnl. A Bg. day night



Sc. 92 Pnl. B Bg. day night



Dialog: (Bébé:) (O.S.) * sob sob *

Action: Bmo looks at his hands

Timing:

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Production :

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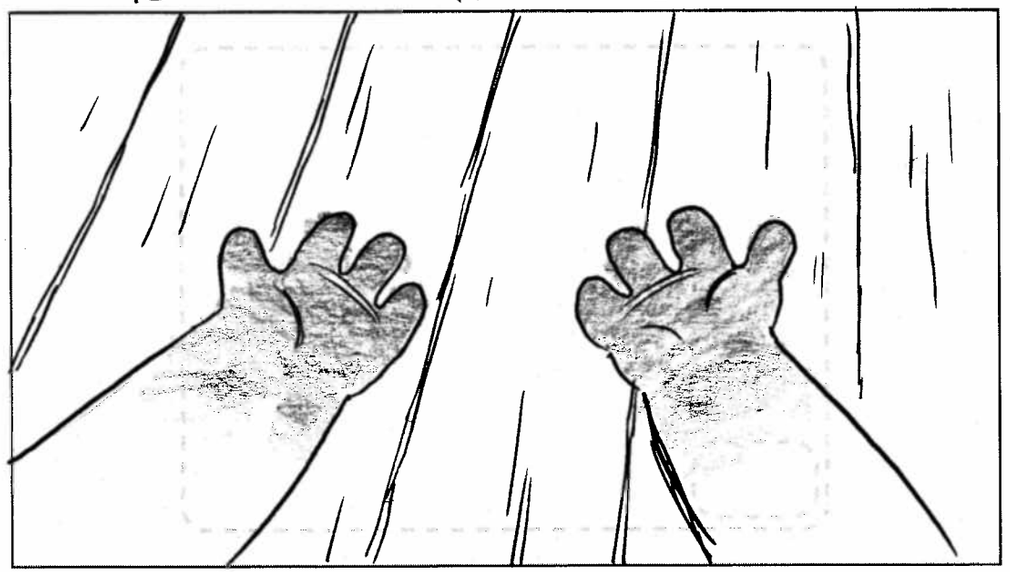
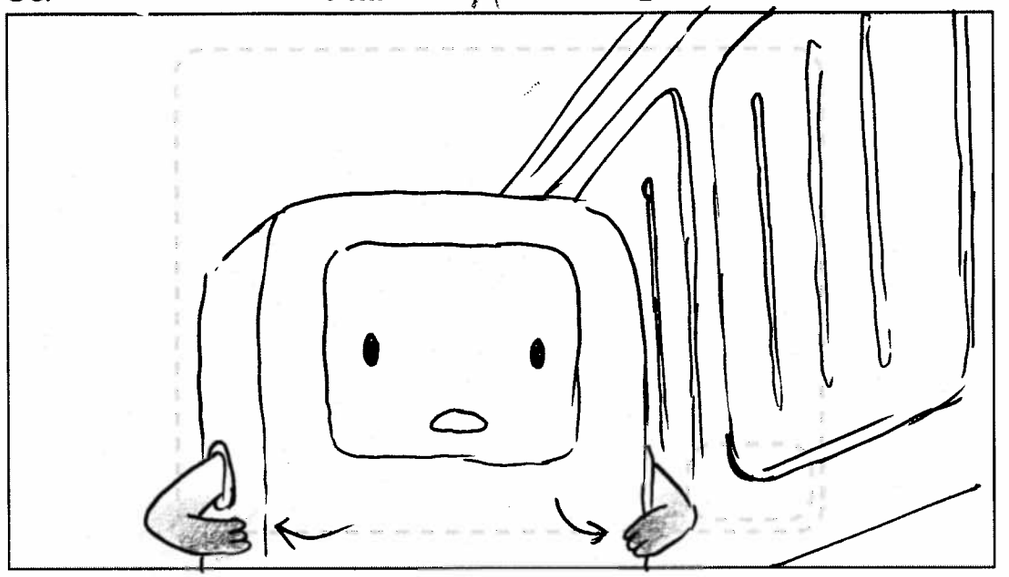
ADVENTURE TIME

Sc. 93 Pnl. A Bg. day night



Sc. 94 Pnl. A Bg. day night



Dialog:

BMO: I'm gonna go wash this schmutz off my grabbers.

Action:

Timing:

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Production :

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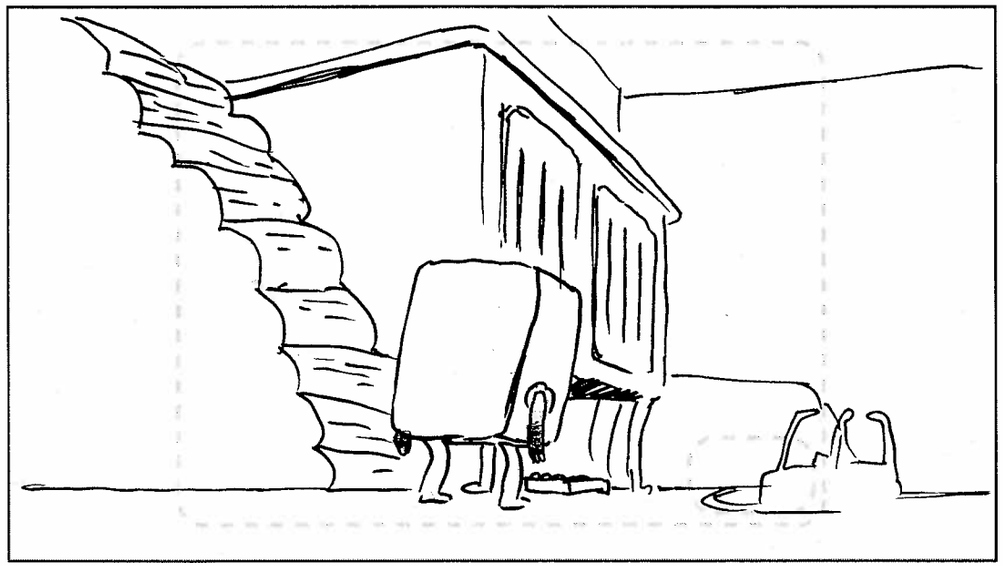
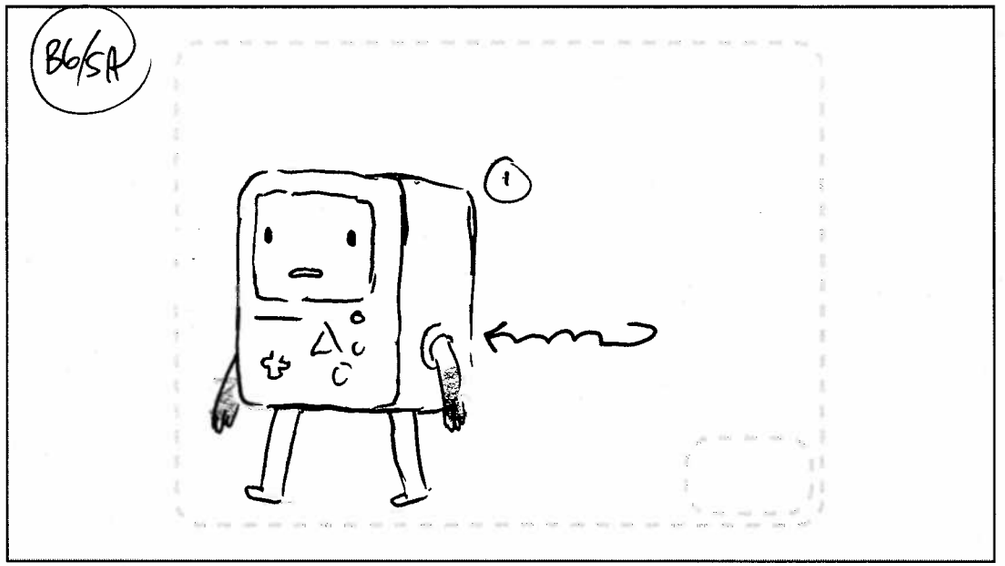
ADVENTURE TIME

Sc. 95 Pnl. A Bg. day night



Sc. 95 Pnl. B Bg. day night



Dialog:

BMO: when I get back you better start talkin' sense.

Action:

Timing:

EPISODE # 100895

Production :

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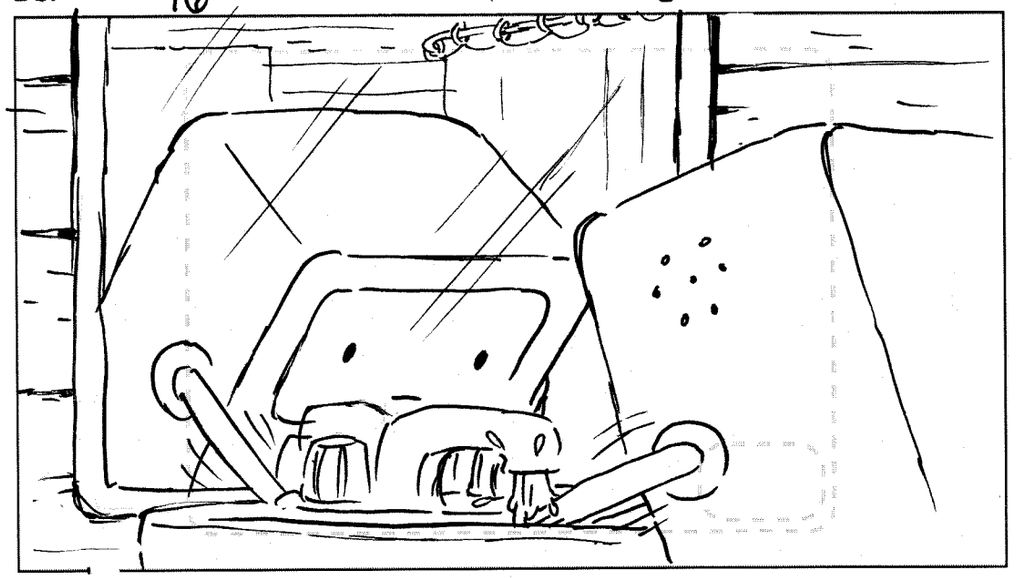
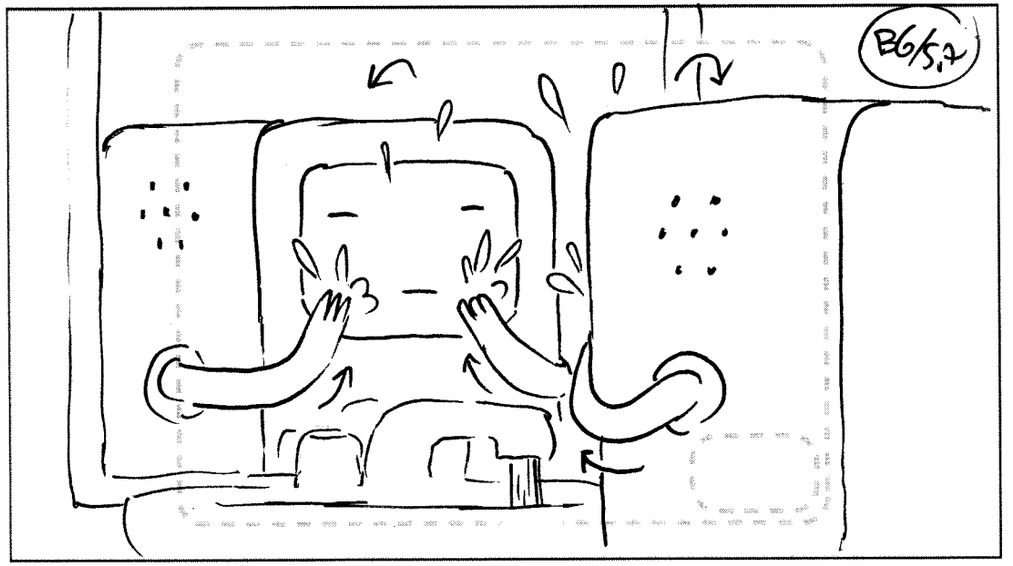
ADVENTURE TIME

Sc. 96 Pnl. A Bg. day night



Sc. 96 Pnl. B Bg. day night



Dialog: (BMO) (voiceover:) it wasn't adding up...

Action: BMO splashes water on face.

Timing:

EPISODE # 100895

Production :

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ADVENTURE TIME

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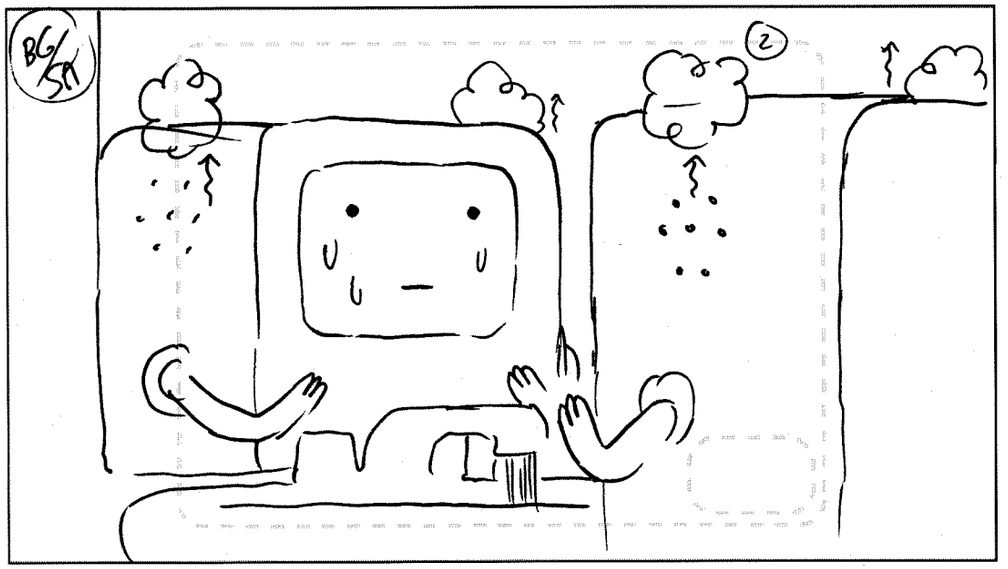
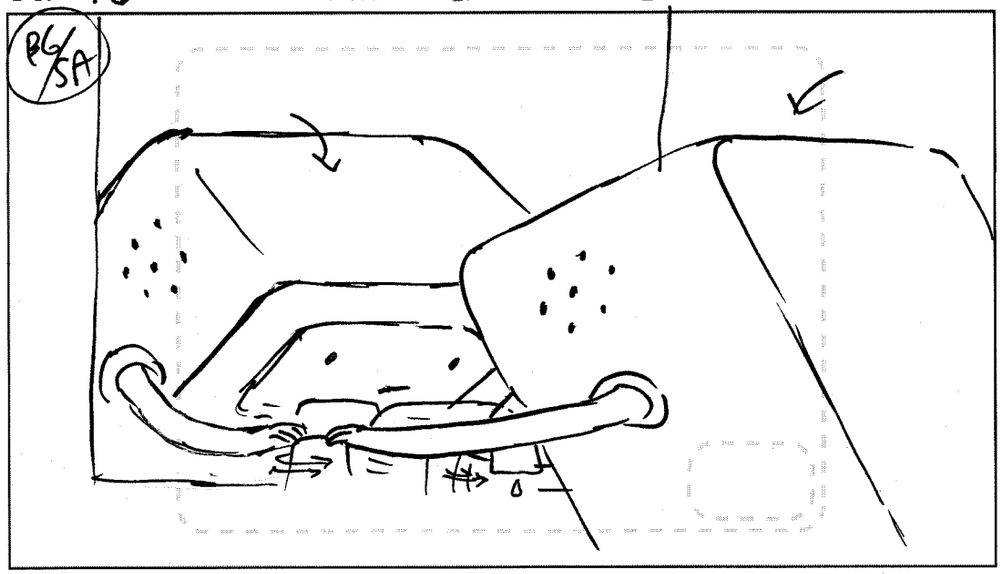
Sc. 96 Pnl. C Bg. day night



Sc. 96 Pnl. D Bg. day night



Dialog:

BMO (voiceover) why would Ronnie swipe the sock?

SFX: zzzt

SFX: * squeak squeak *

BMO (voiceover): and why would Lorraine finger Bébé?

Action:

Smoke clouds come out of BMO's ears

BMO shuts off water

Timing:

EPISODE # 100895

Production :

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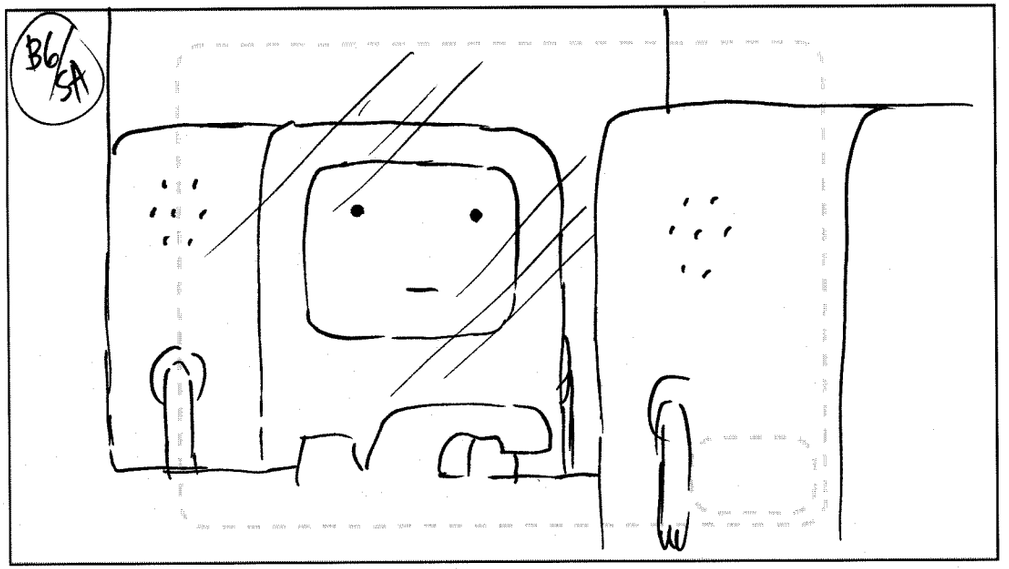
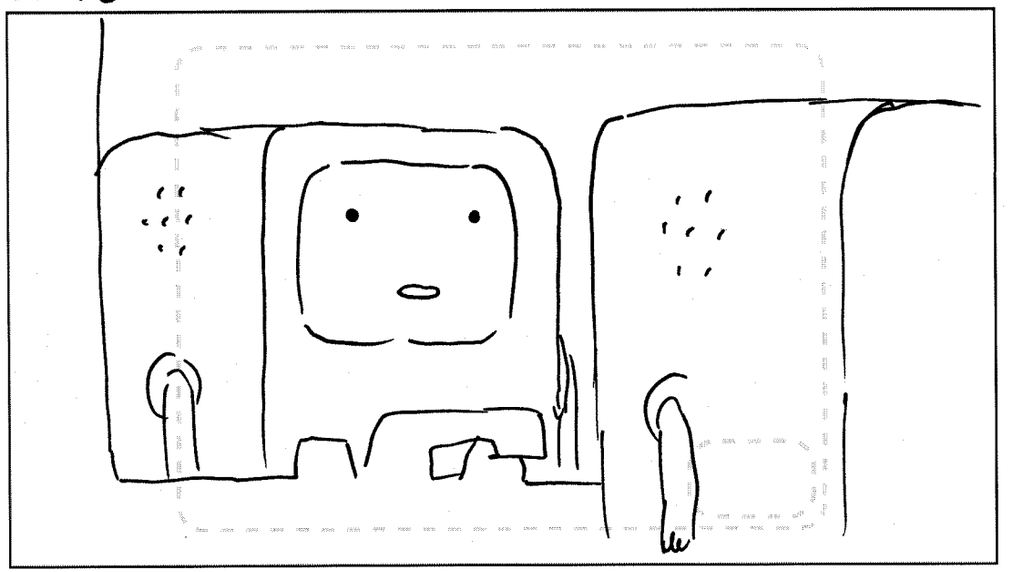
ADVENTURE TIME

Sc. 96 Pnl. E Bg. day night



Sc. 96 Pnl. F Bg. day night



Dialog:

BMO: (voiceover): Sure he's a J-bag right out of central casting - but who isn't really? Lorraine is.

BMO: (NOT V.O.): I don't really get it.

Action:

Timing:

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Production :

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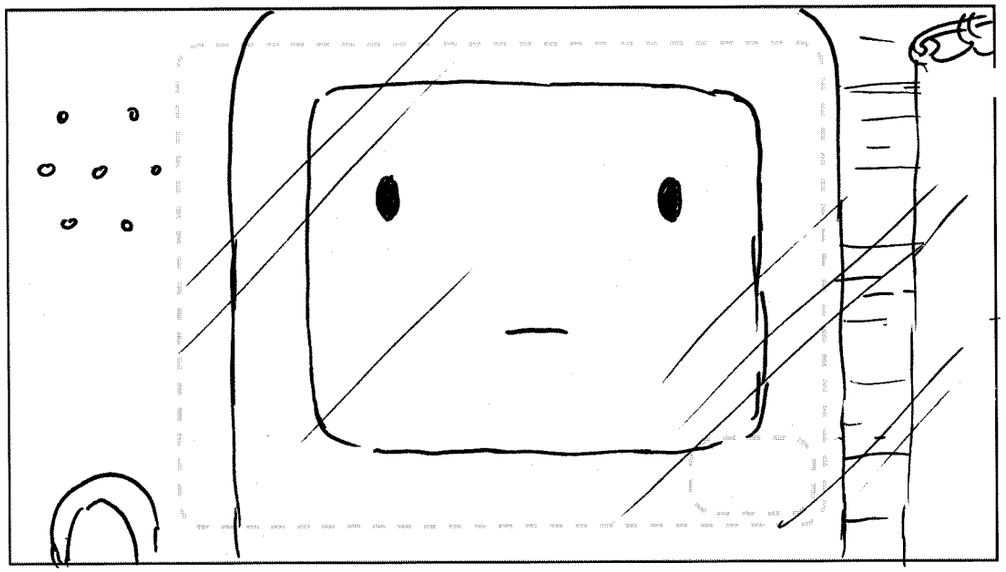
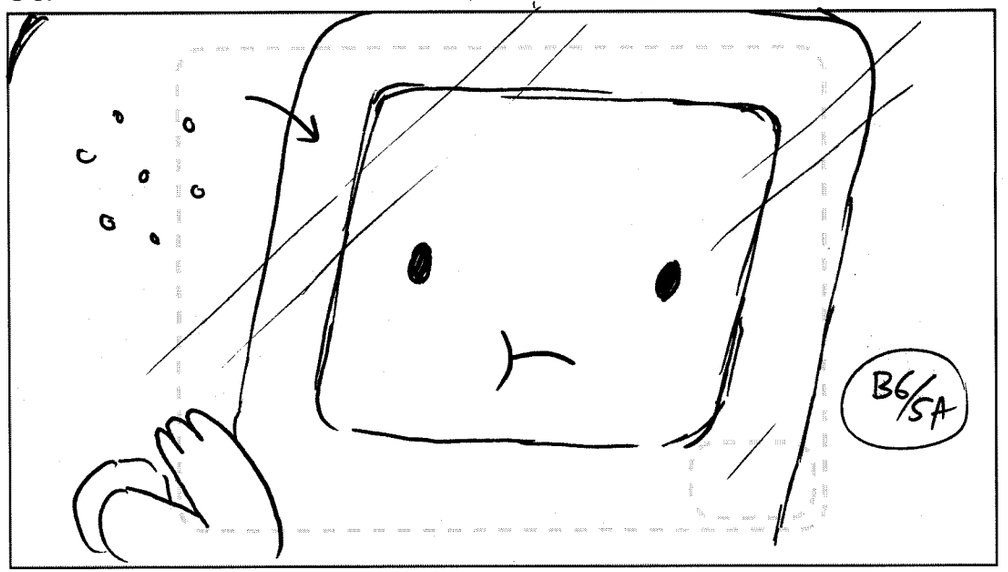
ADVENTURE TIME

Sc. 97 Pnl. A Bg. day night



Sc. 97 Pnl. B Bg. day night



Dialog: (BMO) (voiceover) And all this heat over a cheap sock? It just wasn't worth it. → maybe it was time to cut my losses.

Action:

Timing:

EPISODE # 100895

Production :

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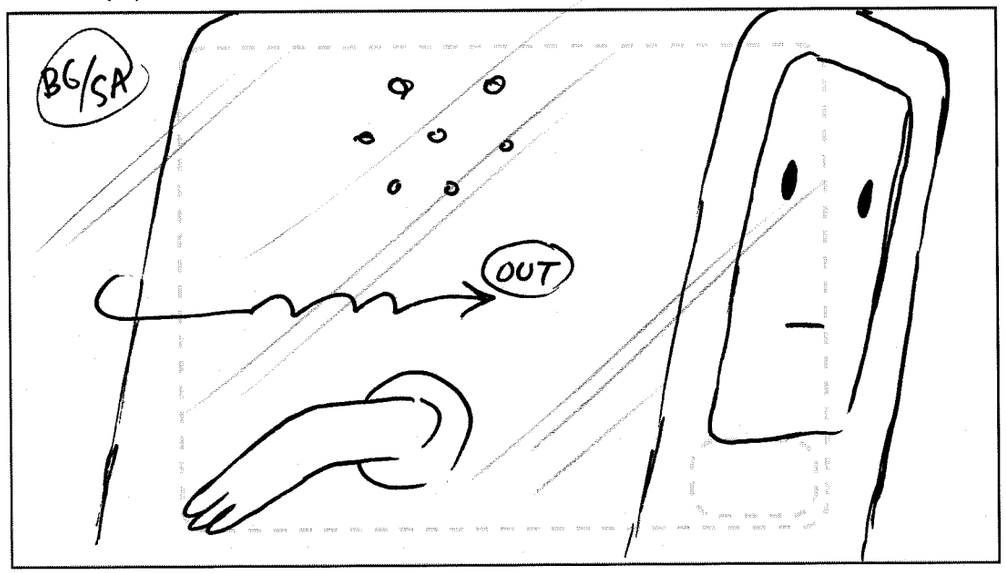
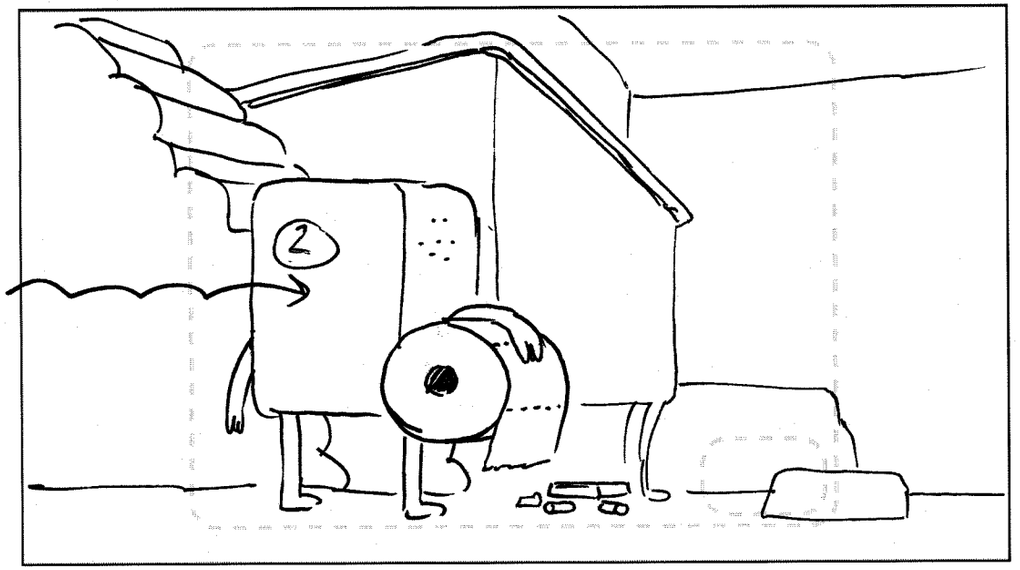
ADVENTURE TIME

Sc. 97 Pnl. C Bg. day night



Sc. 98 Pnl. A Bg. day night

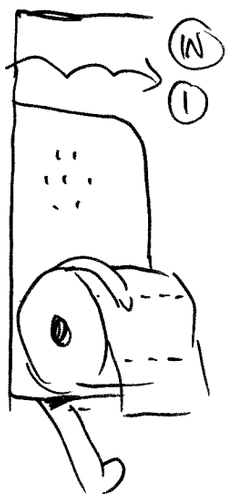


Dialog:

(BMO:) Hey c'mon Bébé - let's get you cleaned up.

Action:

Timing:



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Production :

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ADVENTURE TIME

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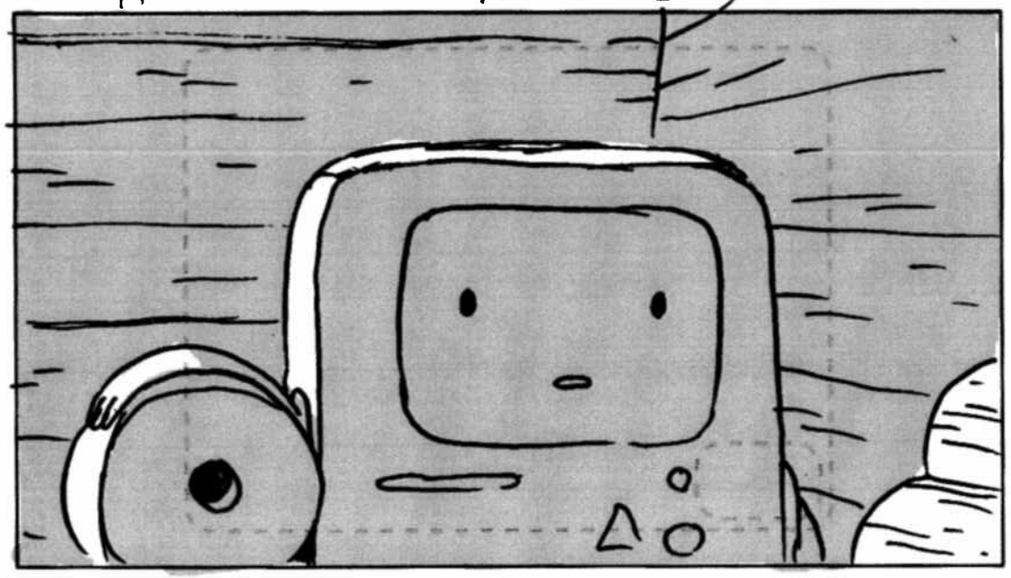
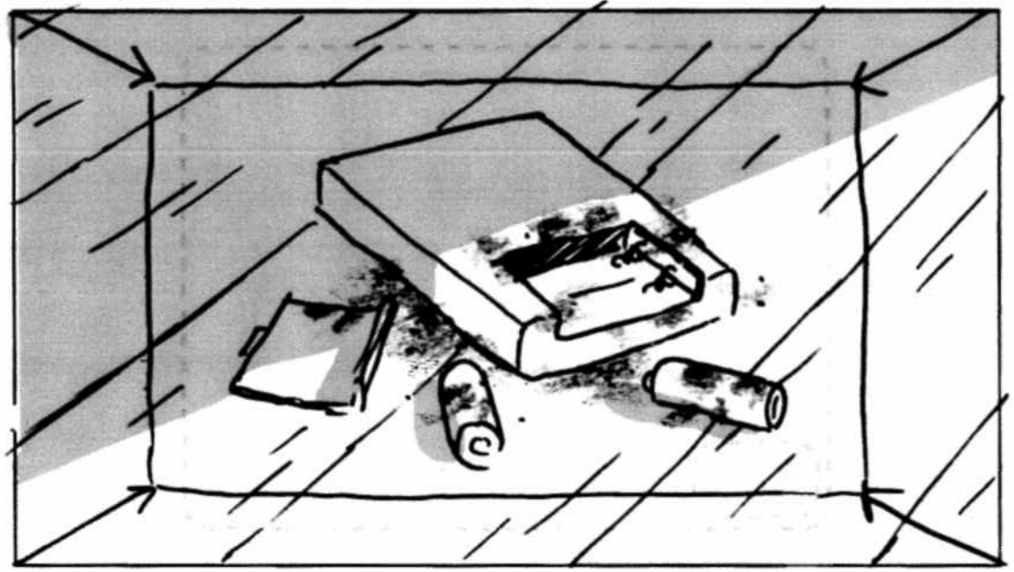
Sc. 99 Pnl. A Bg. day night



Sc. 100 Pnl. A Bg. day night



Dialog: (BMO) Bébé? ... Bébé?

Action:

Timing:

EPISODE # 100895

Production :

10

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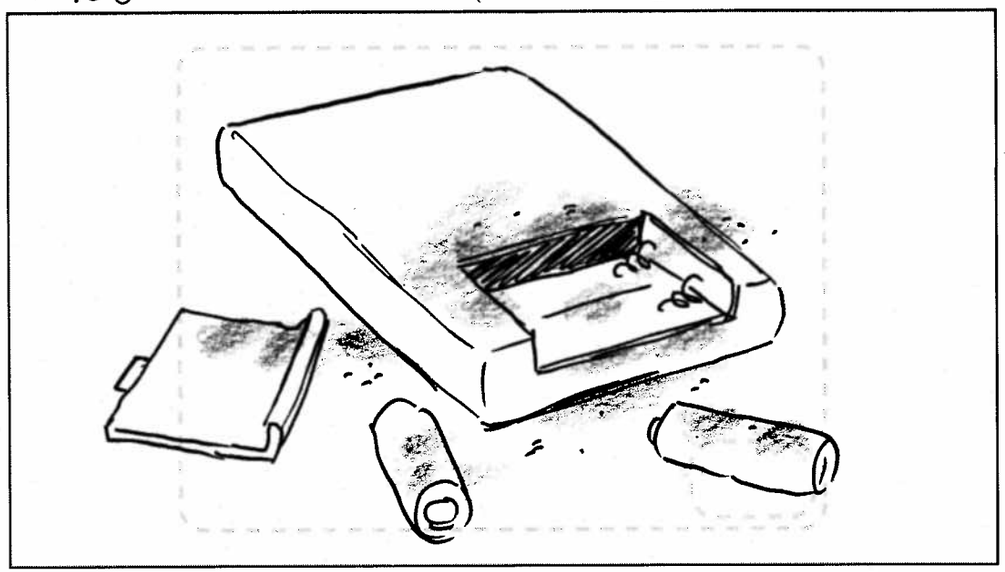
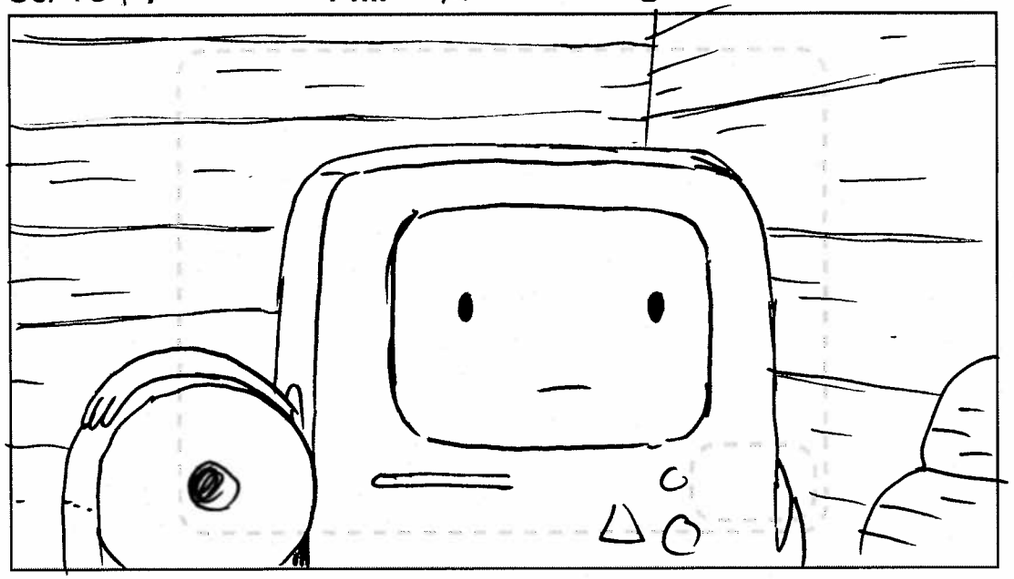
ADVENTURE TIME

Sc. 100 Pnl. B Bg. day night



Sc. 101. Pnl. A Bg. day night



EPISODE # 100895

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Dialog:

(BMO) (O.S.) Bébé?

-BEAT-

Action:

Timing:

Production :

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ADVENTURE TIME

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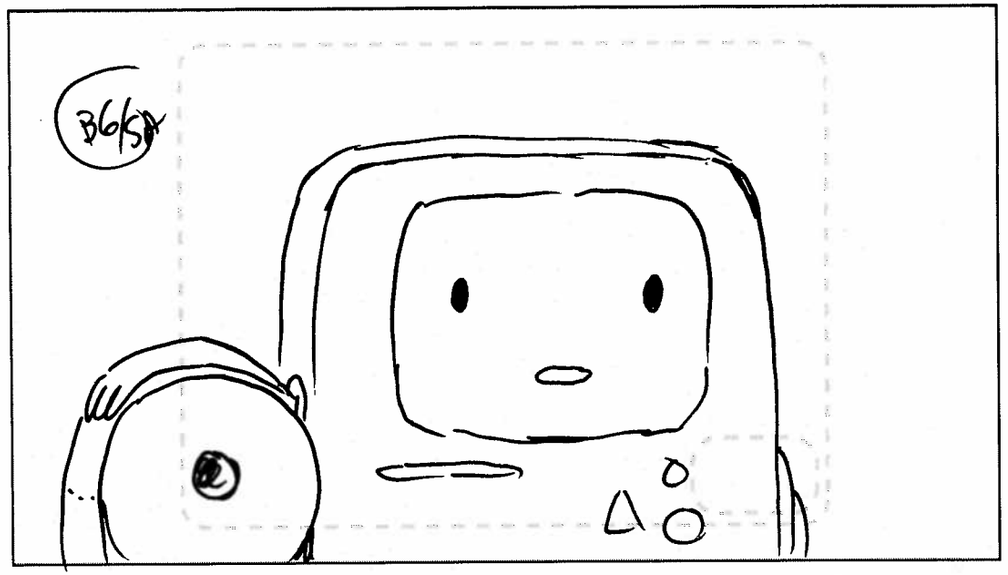
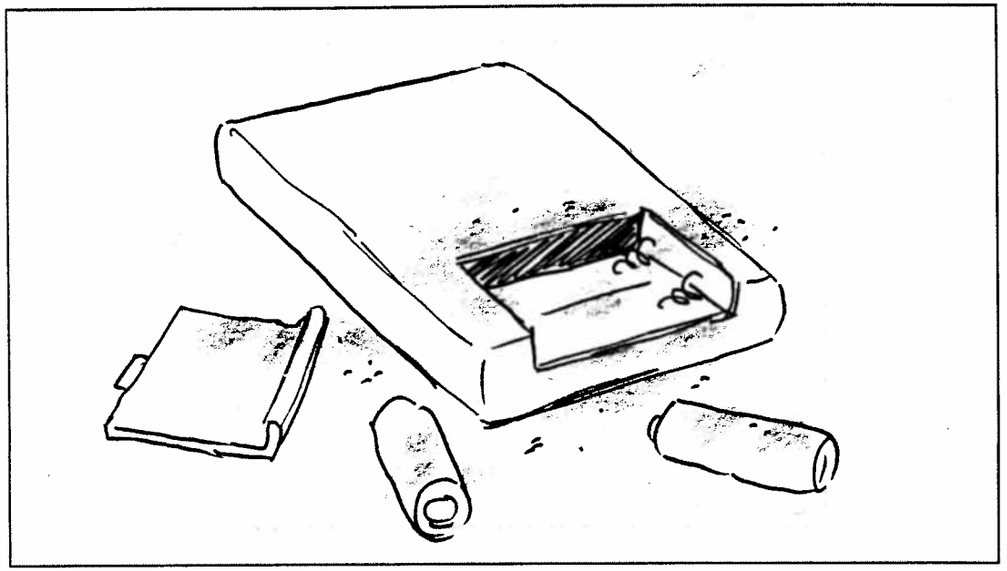
Sc. 10.1 Pnl. B Bg. day night



Sc. 10.2 Pnl A Bg. day night



Dialog:

(Bmo:) Dead.

(Bmo) (O.S.) What a mess.

Action:

Timing:

EPISODE # 100895

Production :

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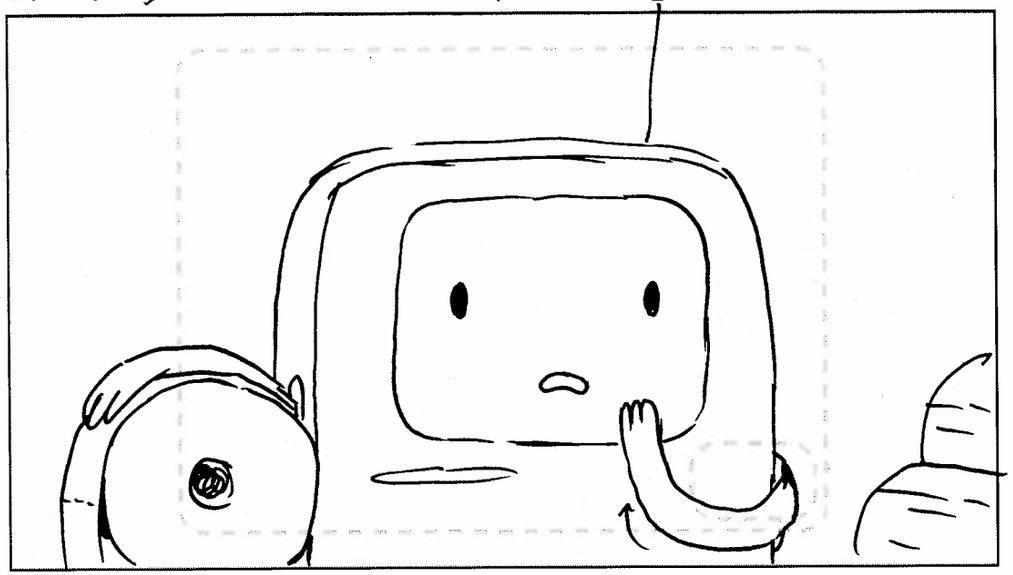
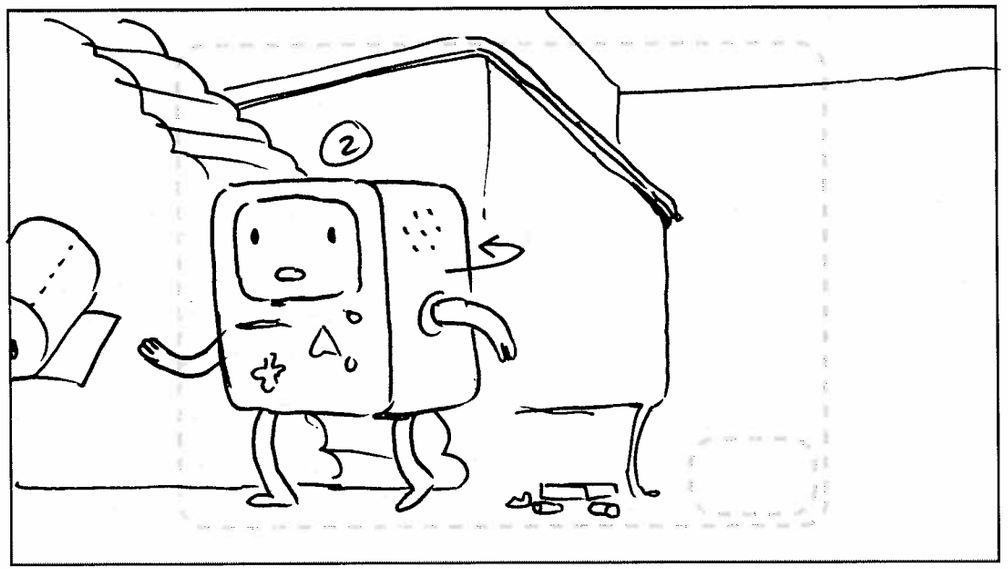
ADVENTURE TIME

Sc. 103 Pnl. A Bg. day night



Sc. 104 Pnl. A Bg. day night

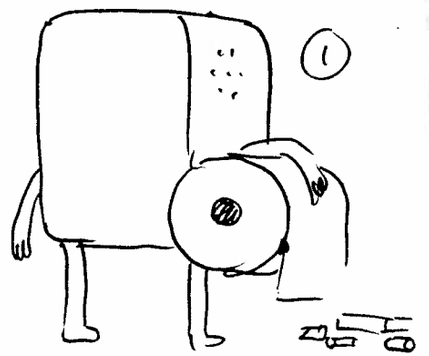


Dialog:

(BMO:) This doesn't look good.

(BMO:) I better high-tail it.

(CAT:) (building) meeoowmeeeoow →



Action:

Timing:

EPISODE # 100895

Production :

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ADVENTURE TIME

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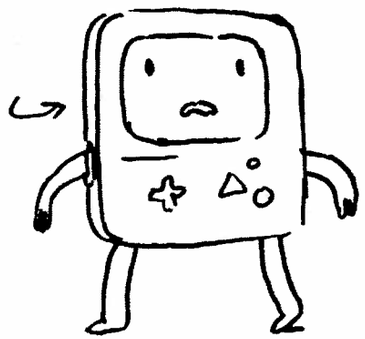
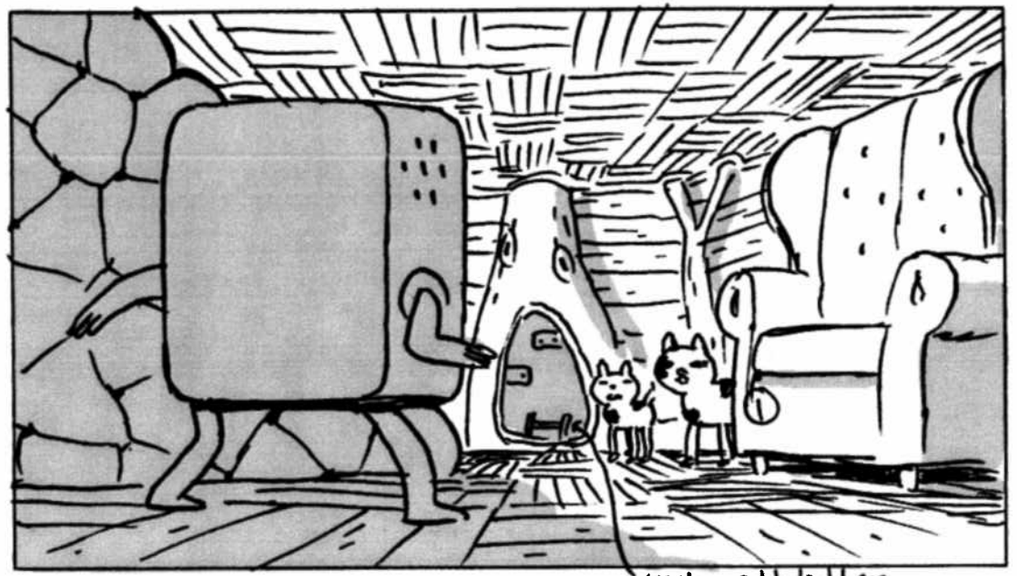
Sc. 104 Pnl. B Bg. day night



B/SA

Sc. 105 Pnl. A Bg. day night



Nick- add ladder

EPISODE # 100895

Production :

Dialog:

BMO: Huh?!

CAT: meeoowMEEooWW →

meeoowmeoow

Action:

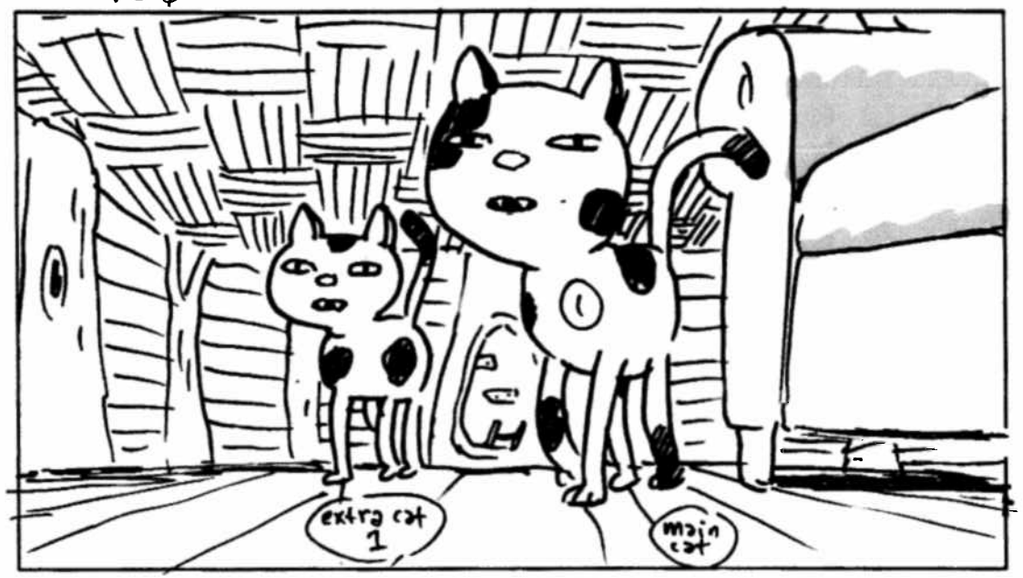
cats walk forward very slowly + deliberately - only taking two or three steps forward

Timing:

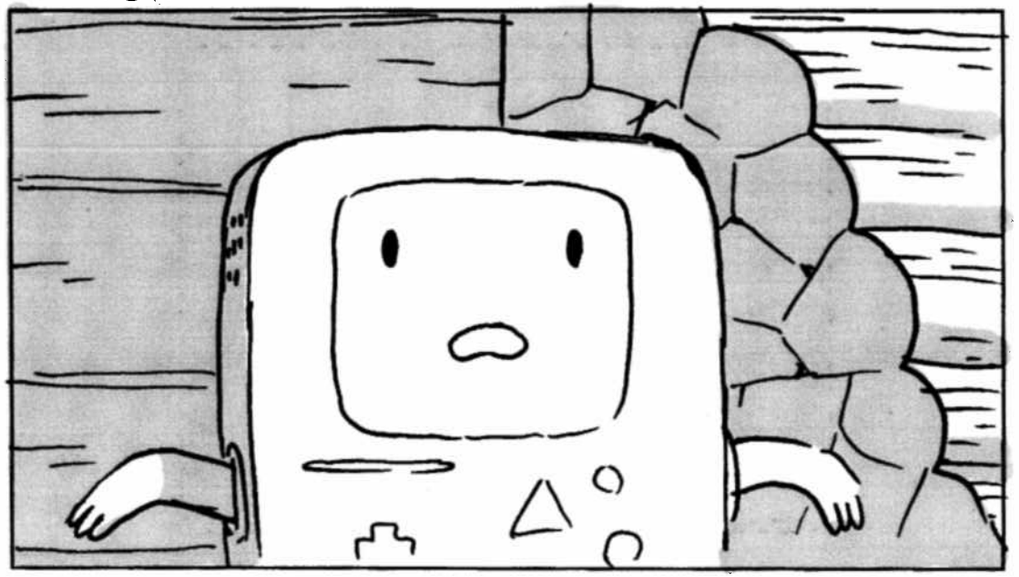
ADVENTURE TIME

Page 97

Sc. 106 Pnl. A Bg. day night



Sc. 107 Pnl. A Bg. day night



EPISODE # 100895

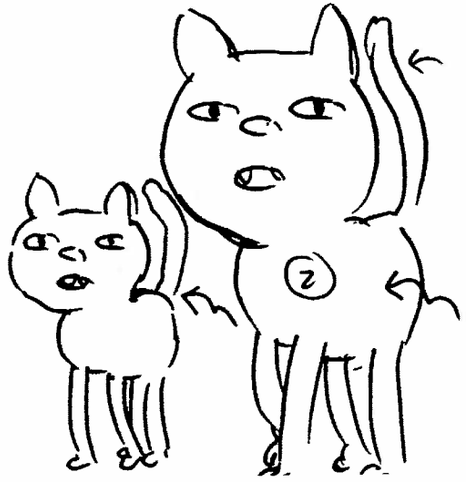
Production :

Dialog:

(CATS:) meeoow meeoow →

(BMO) OH! OH NO!

Action: cats walking forward very slowly - only a couple of steps forward.



Timing:

ADVENTURE TIME

(NO SCENE # 108)
(NEXT SCENE # 109)

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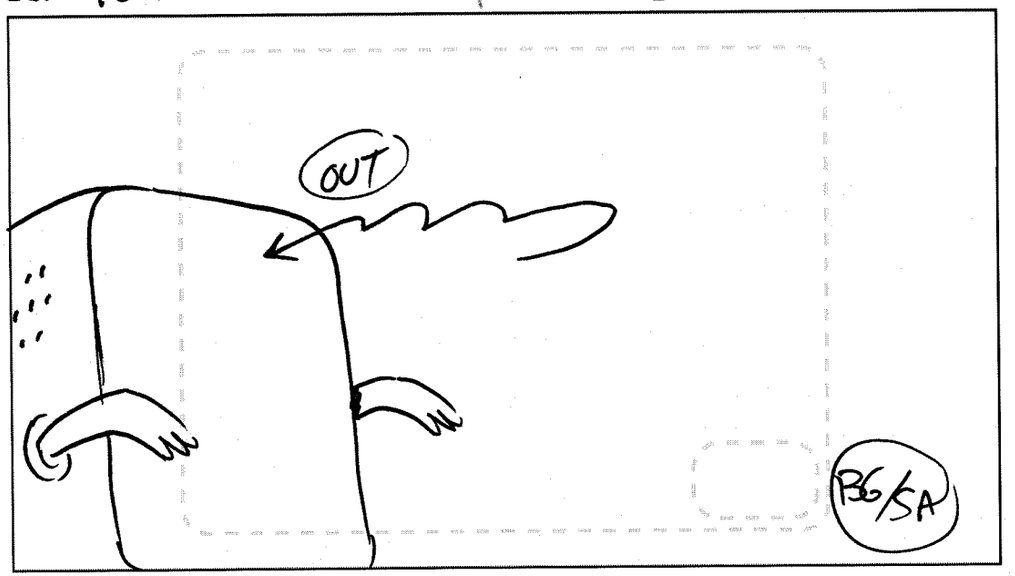
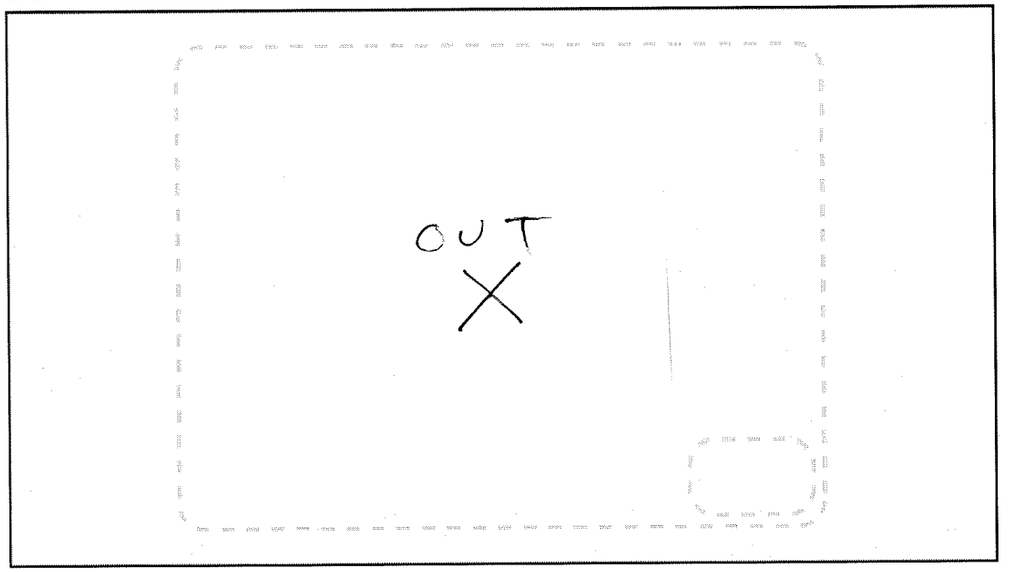
Sc. 107 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

BMO: BANG BANG! PYEW PYEW PYEW!!

Action:

Timing:

EPISODE # 100895

26

Production :

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ADVENTURE TIME

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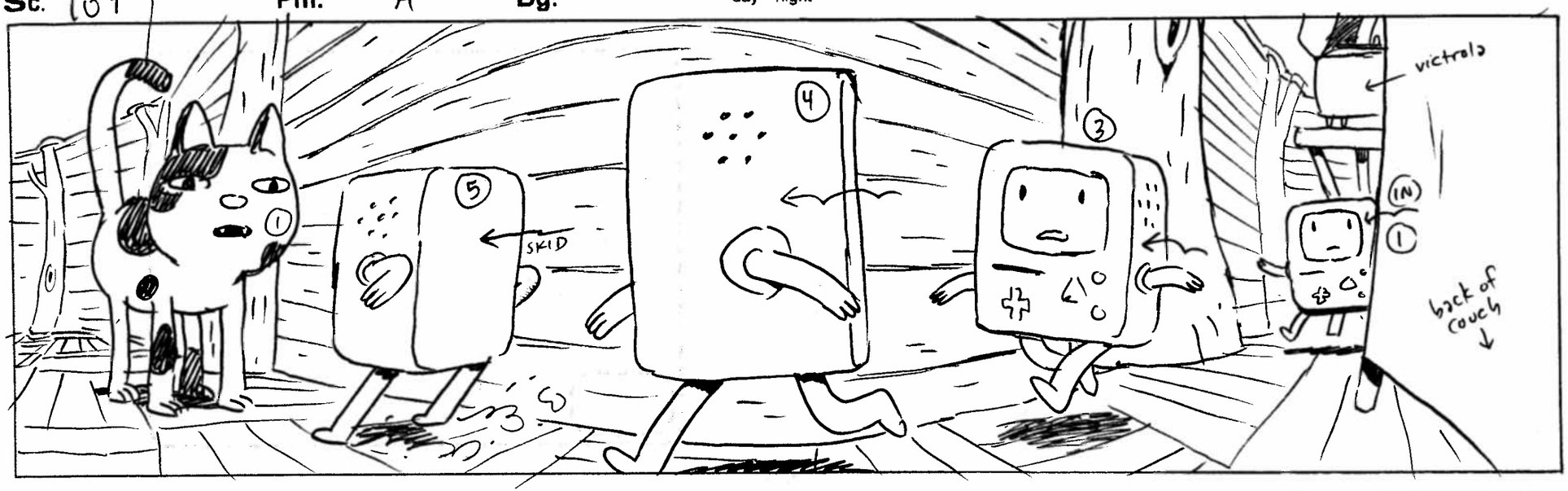
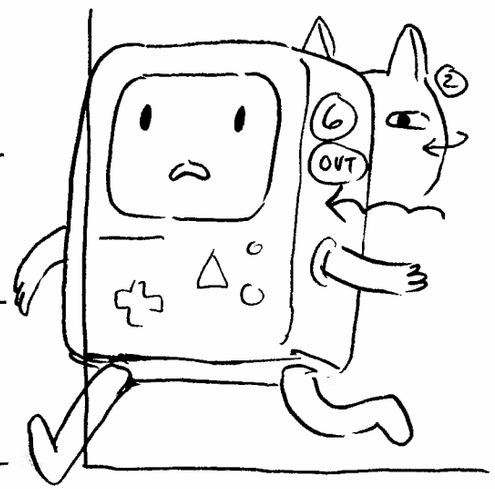
Sc. 109 Pnl. A Bg. day night

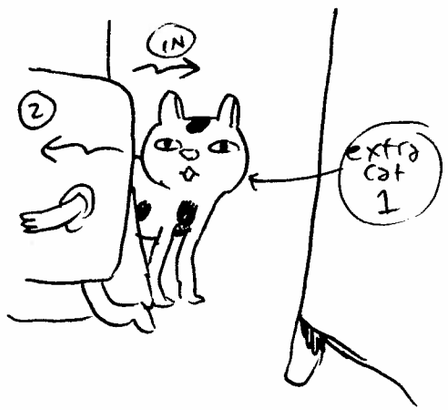


Dialog: (CATS:) meeoomeeoowmeeow...

Action: -BMO skids along ground at (5)
-xtra cat 1 comes in as BMO is passing

Timing:





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Production :

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ADVENTURE TIME

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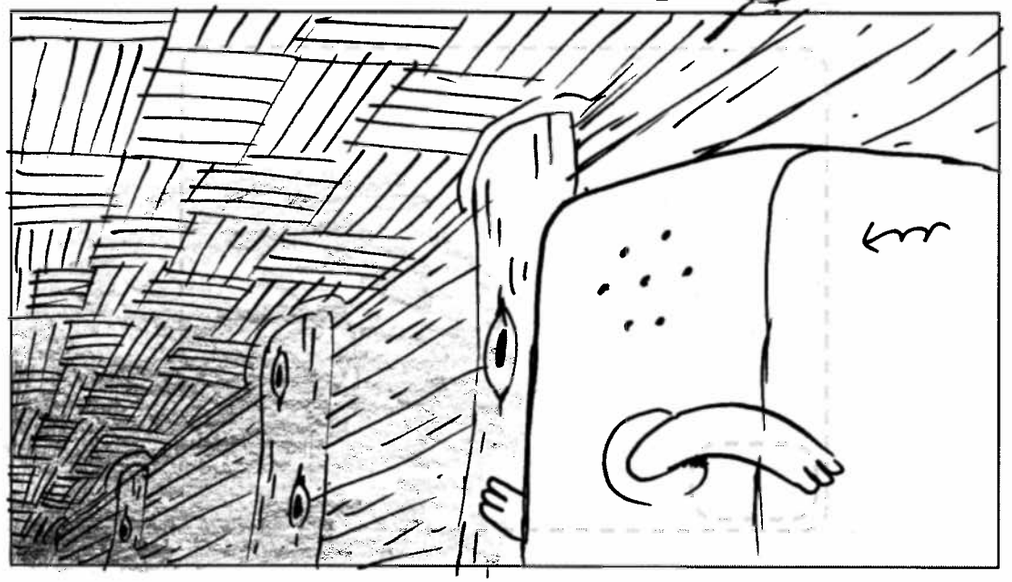
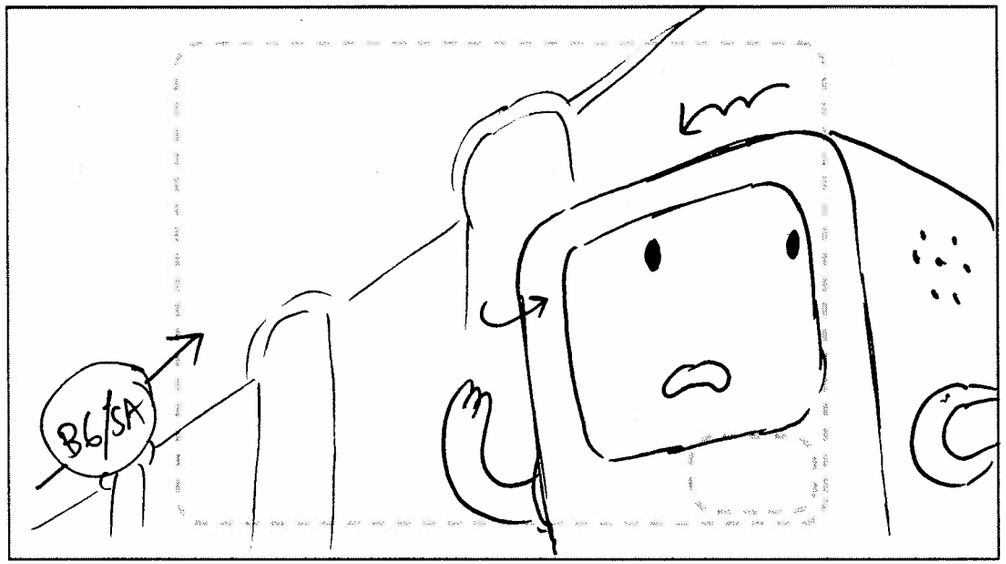
Sc. 110 Pnl. A Bg. day night



Sc. 110 Pnl. B Bg. day night



Dialog:

Action: BMO looks back, but is still running

Timing:

EPISODE # 100895

Production :

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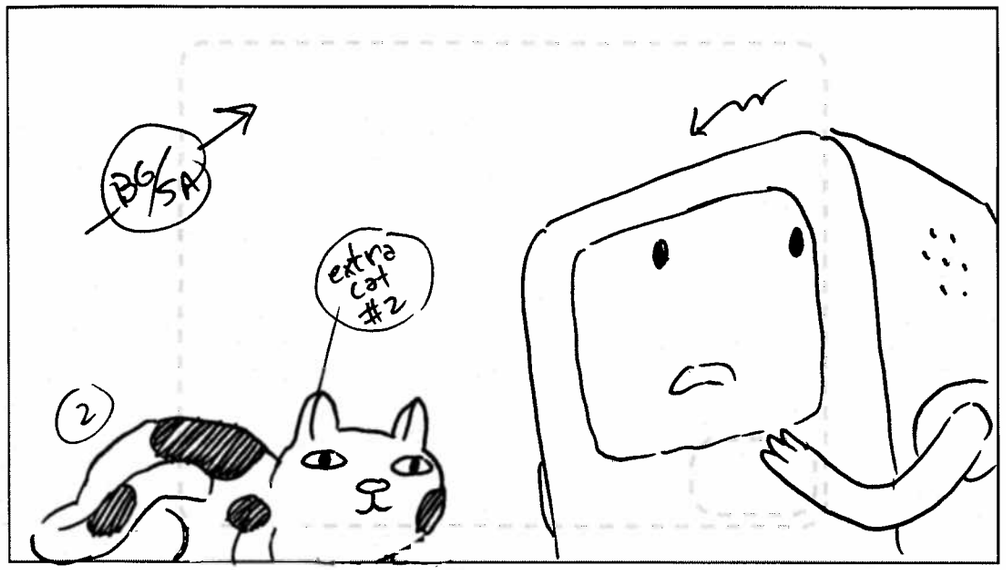
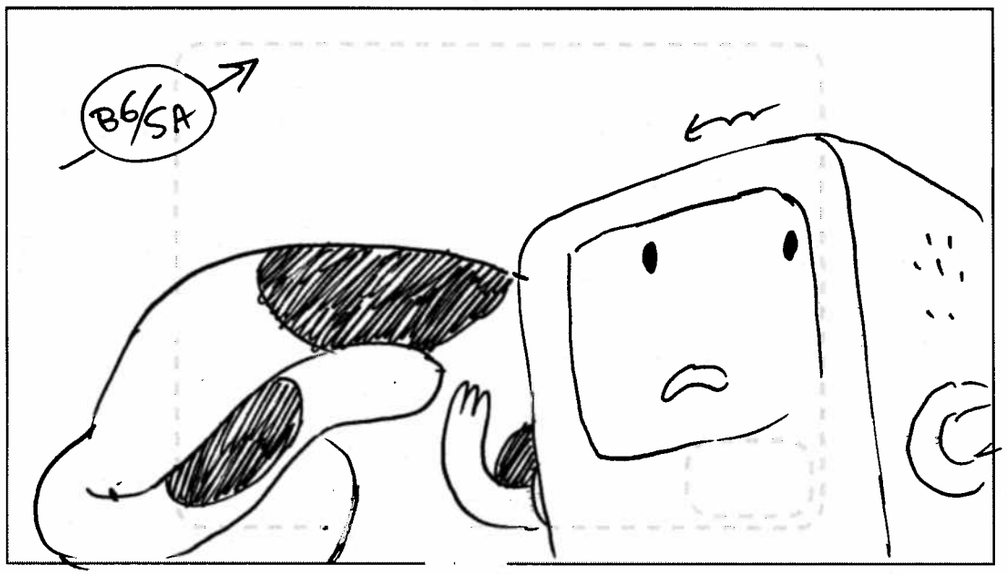
ADVENTURE TIME

Sc. 110 Pnl. C Bg. day night



Sc. 110 Pnl. D Bg. day night



Dialog:

Action:

Timing:

EPISODE # 100895

Production :

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ADVENTURE TIME

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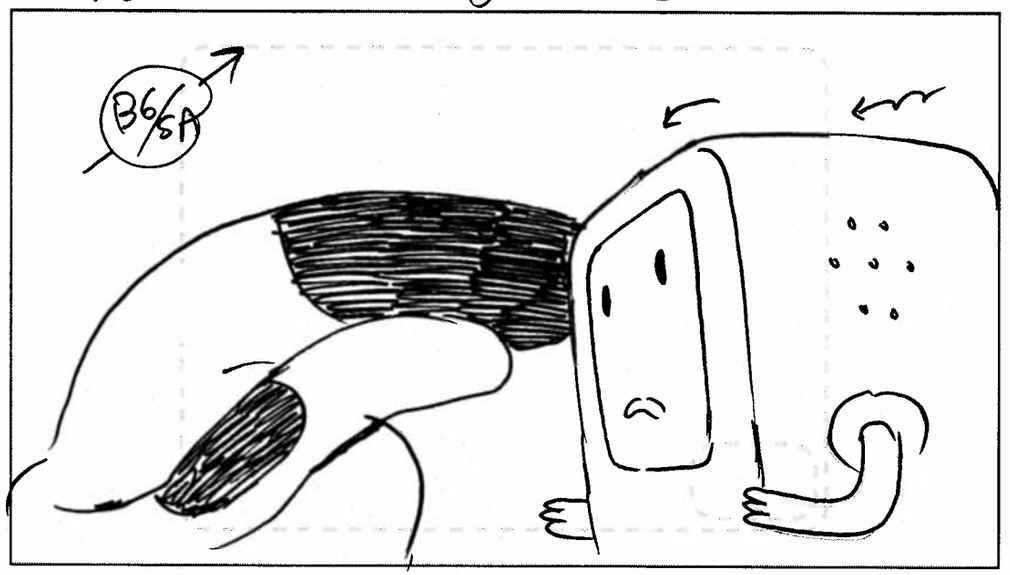
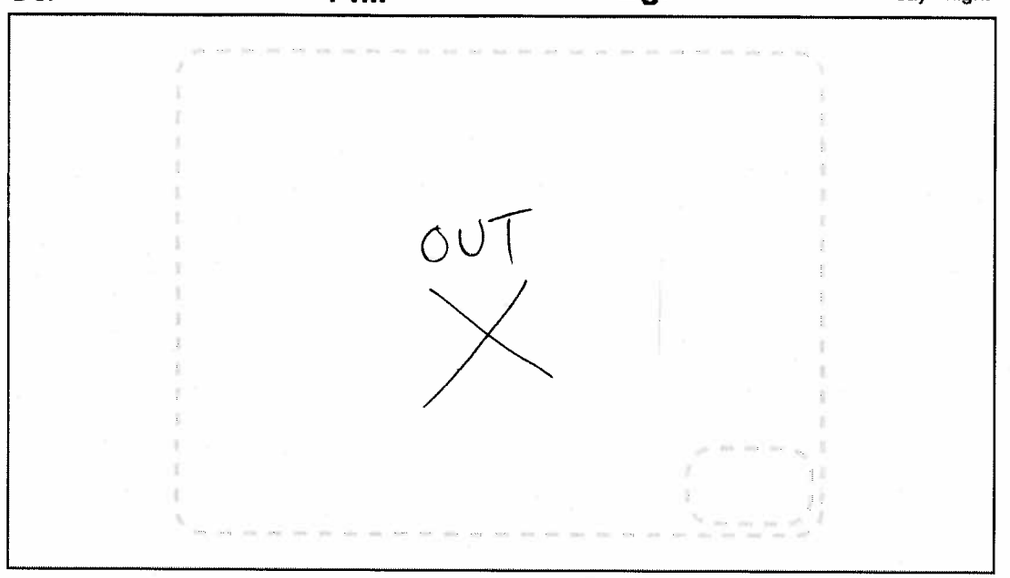
Sc. 110 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action: Bmo starts to turn around, still running, but the scene cuts mid-turn.

Timing:

EPISODE # 100895

Production :

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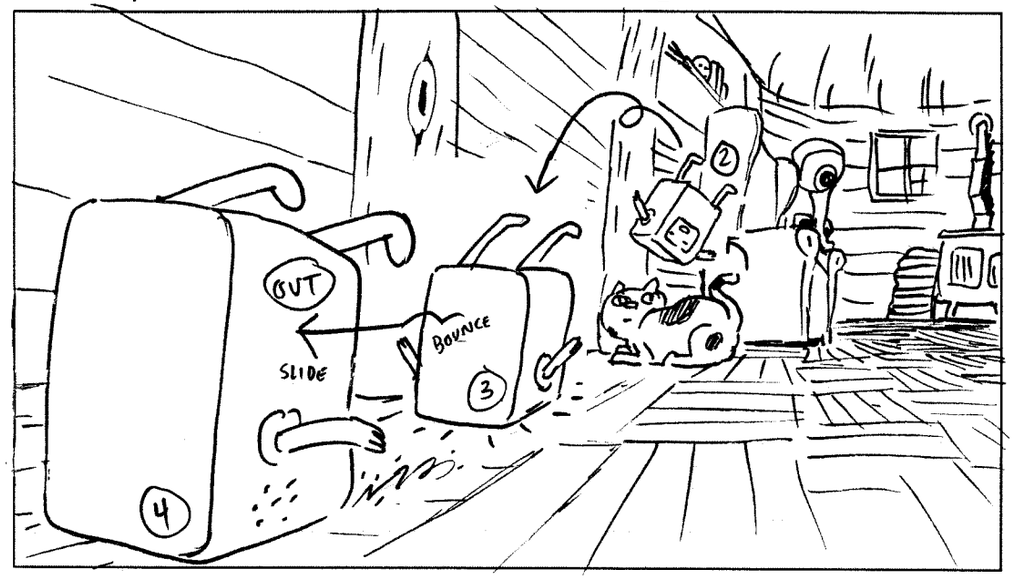
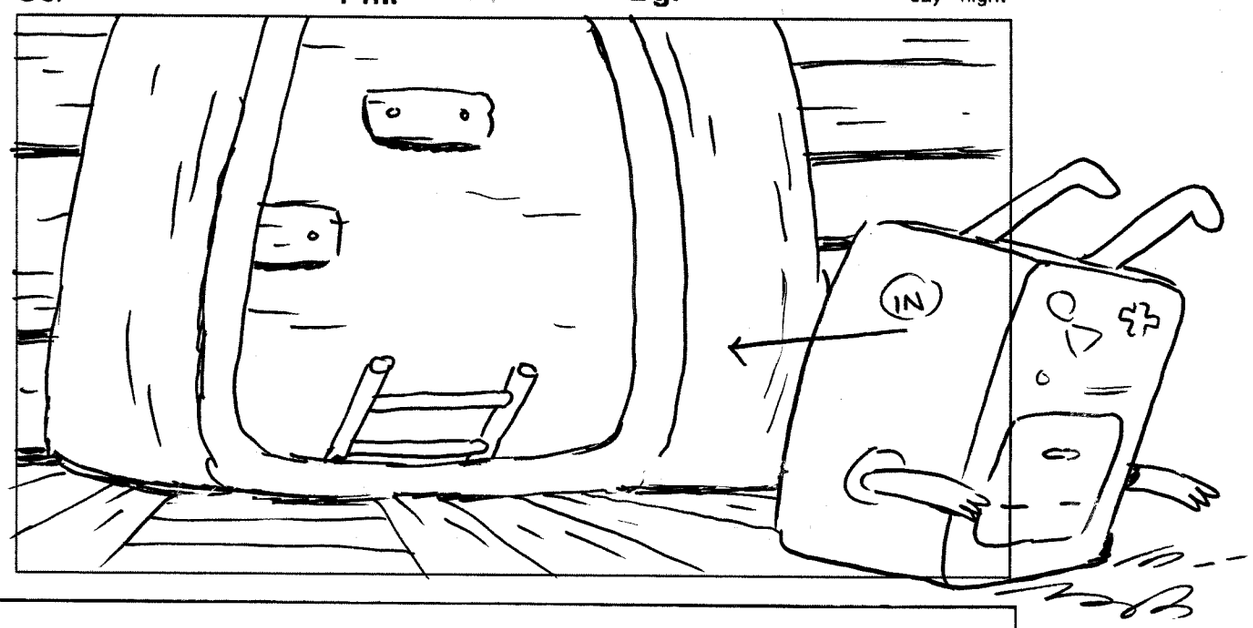
ADVENTURE TIME

Sc. 111 Pnl. A Bg. day night



Sc. 112 Pnl. A Bg. day night



Dialog:

Action: BMO bounces (3) then slides off screen

Timing:

31

Production : 100895

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ADVENTURE TIME

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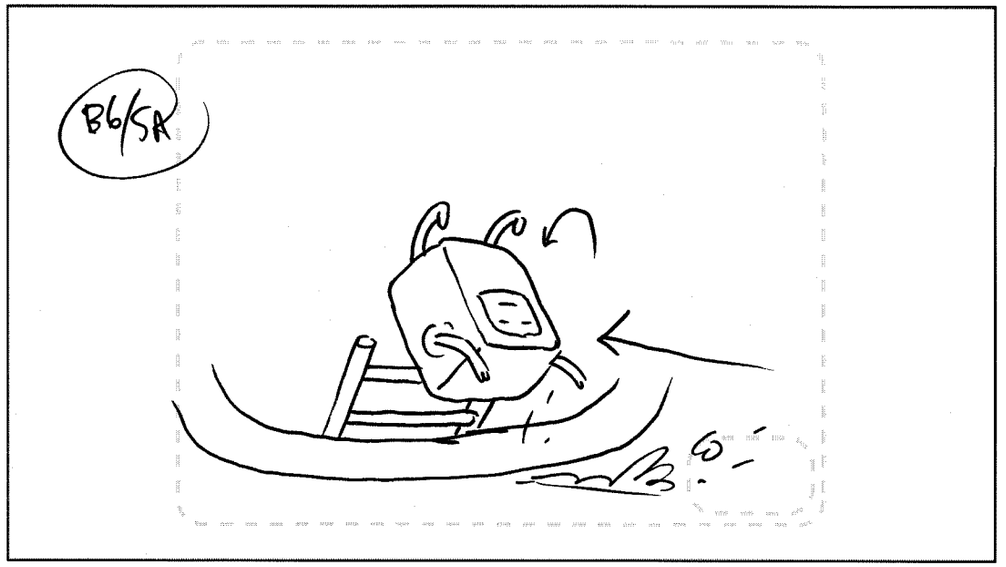
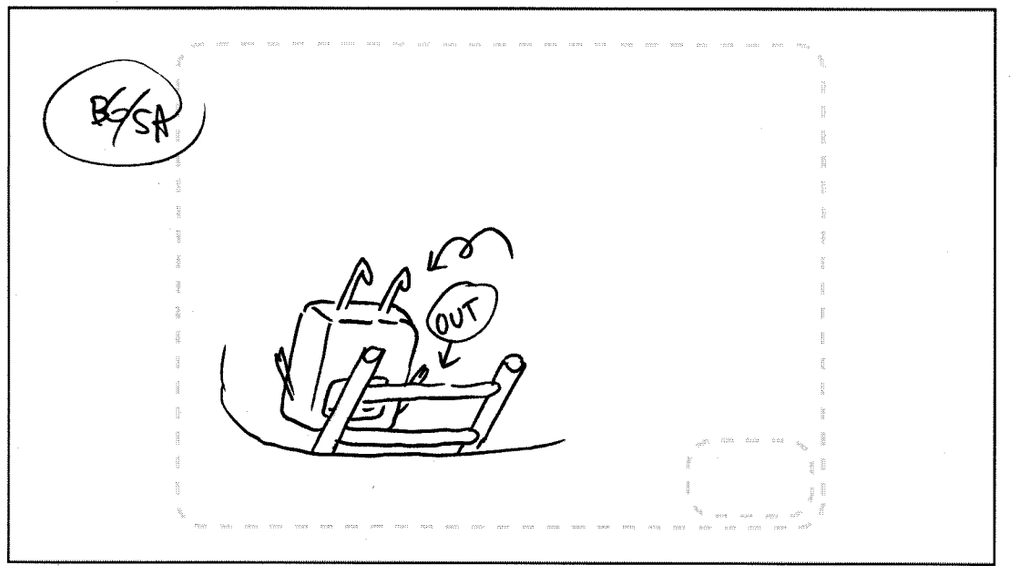
Sc. 112 Pnl. B Bg. day night



Sc. 112 Pnl. C Bg. day night



Dialog:

SFX: DONK

Action:

Timing:

EPISODE # 100895

Production :

32

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Production :

EPISODE # 100895

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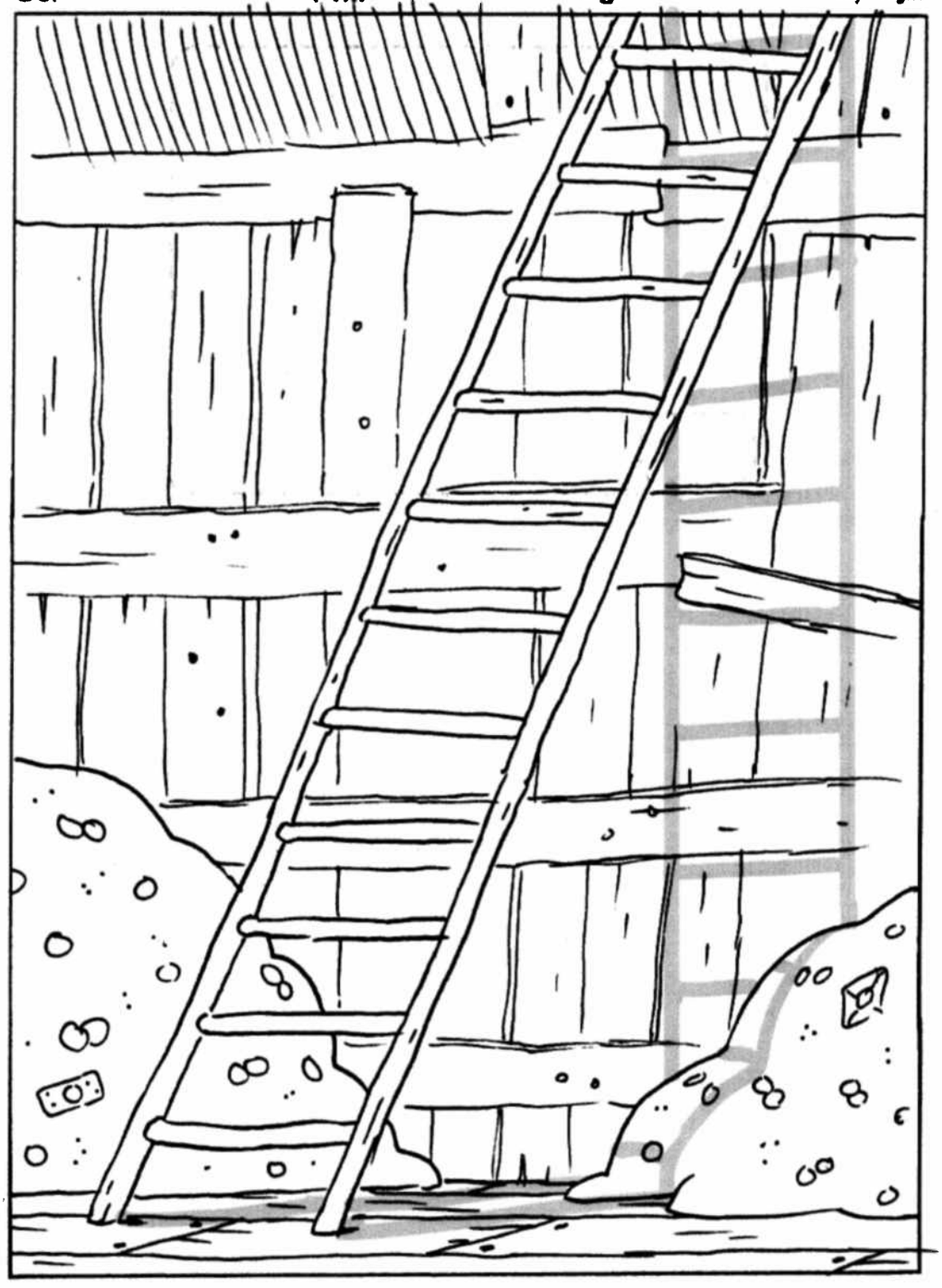
BG

Sc. Pnl. Bg. day night



ADVENTURE TIME

Action:
Timing:

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ADVENTURE TIME

Production :

EPISODE # 100895

Sc. 113 PNL A

SFX: * CRACK *

Action:	
Timing:	

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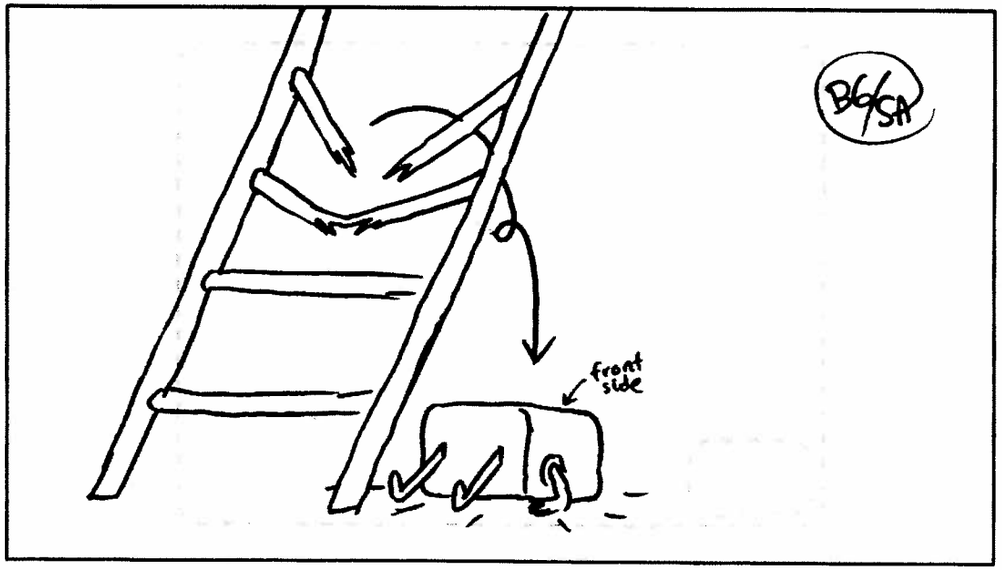
ADVENTURE TIME

Sc. 113 Pnl. B Bg. day night



Sc. 114 Pnl. A Bg. day night

Dialog:

SFX: THUD

(BMo: woozy) ehhh...

Action:

Timing:

EPISODE # 100895

Production :

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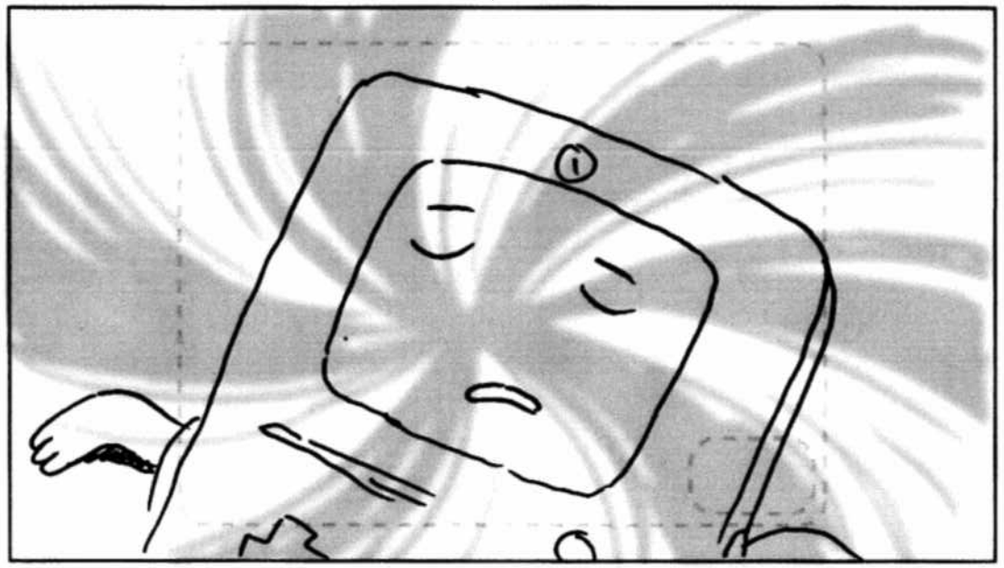
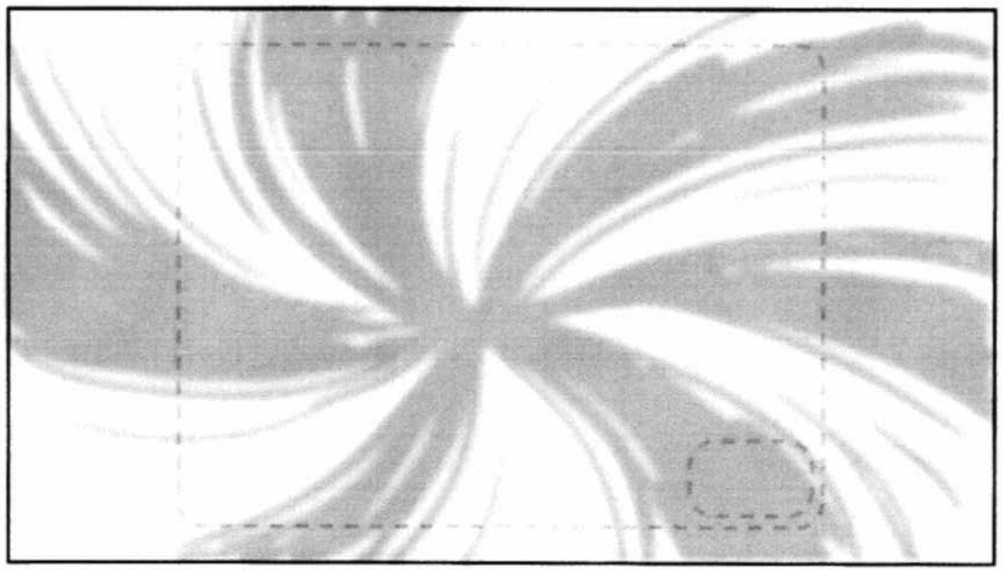
ADVENTURE TIME

Sc. 114 Pnl. B Bg. day night

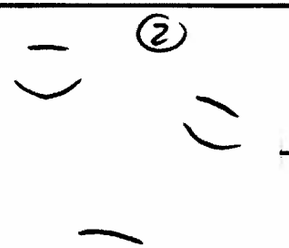


Sc. 114 Pnl. C Bg. day night



Dialog: (Bmo:) uhhh....
(loses consciousness)

Action: - BG dissolves to black
- swirl dissolves in as overlay



Timing:

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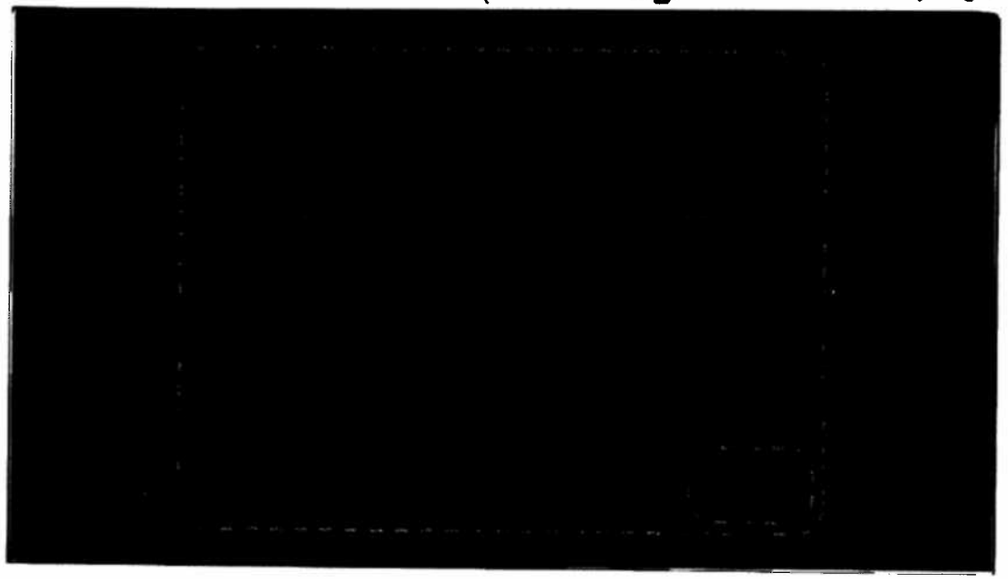
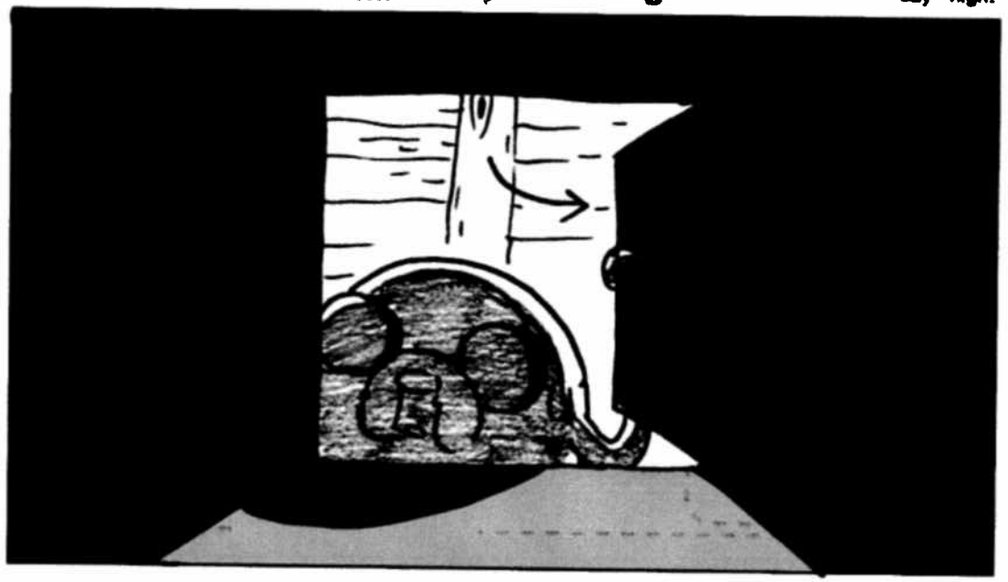
ADVENTURE TIME

Sc. 115 Pnl. A Bg. day night



Sc. 115 Pnl. B Bg. day night



EPISODE # 100895

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Dialog:

JAKE: (O.S.) Hey - has anyone seen BMO?

(J:) BMO?

Action:

double-exposed animated spiral or whirlpool throughout? or between scenes?

??

Jake opens door out of blackness

Timing:

Production :

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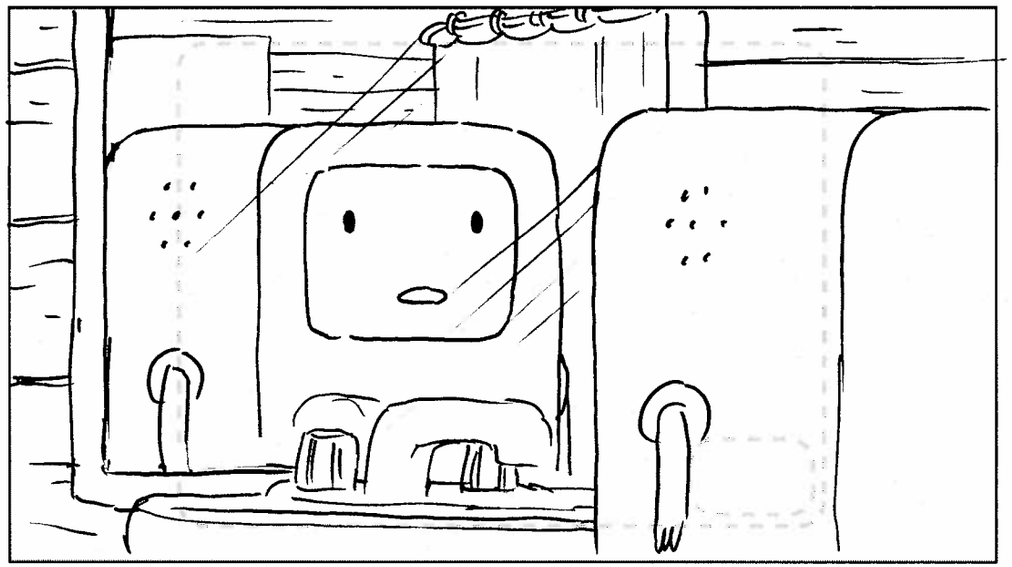
ADVENTURE TIME

Page 110

Sc. 115 Pnl. C Bg. day night

Sc. 116 Pnl. A Bg. day night



Dialog:

(J:) where's BMO?

(BMO:) Hello?

Action:

Timing:

EPISODE # 100895

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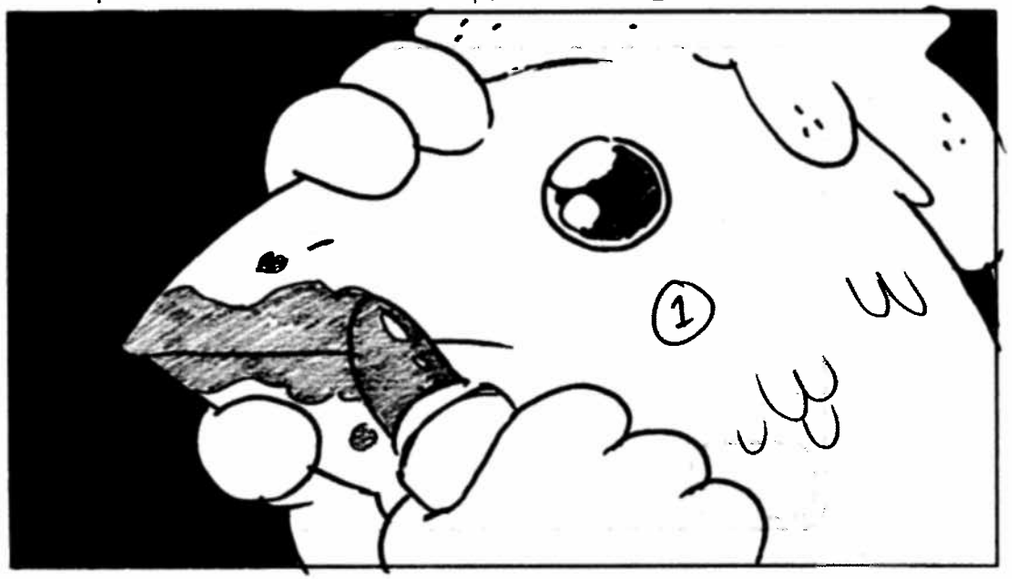
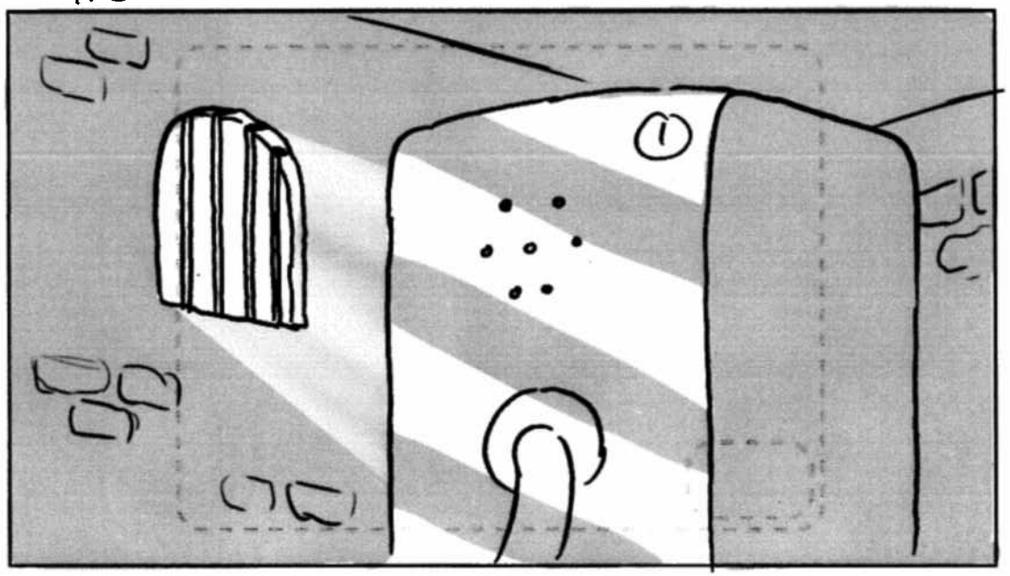
ADVENTURE TIME

Page 111

Sc. 117 Pnl. A Bg. day night



Sc. 118 Pnl. A Bg. day night

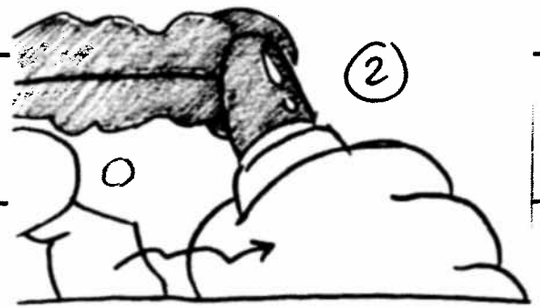


EPISODE # 100895

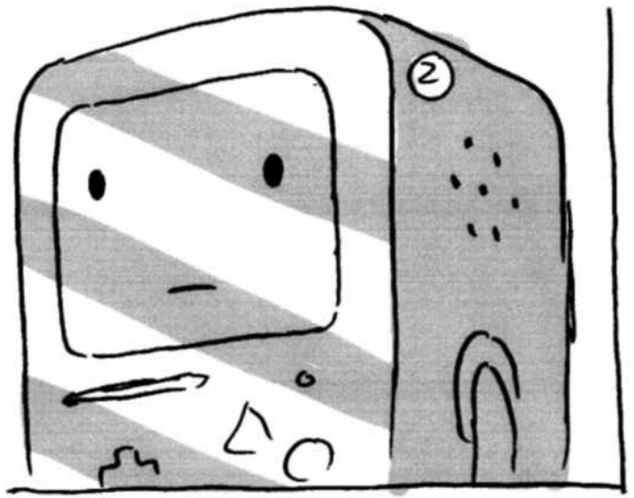
Dialog:

Action:

Timing:



BMO turns VERY slowly – as slow as possible



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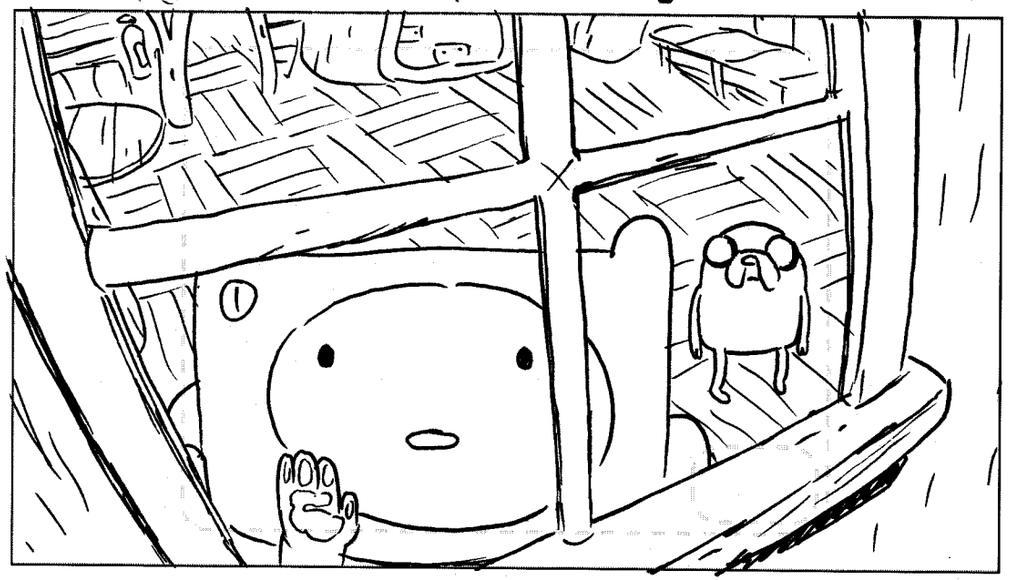
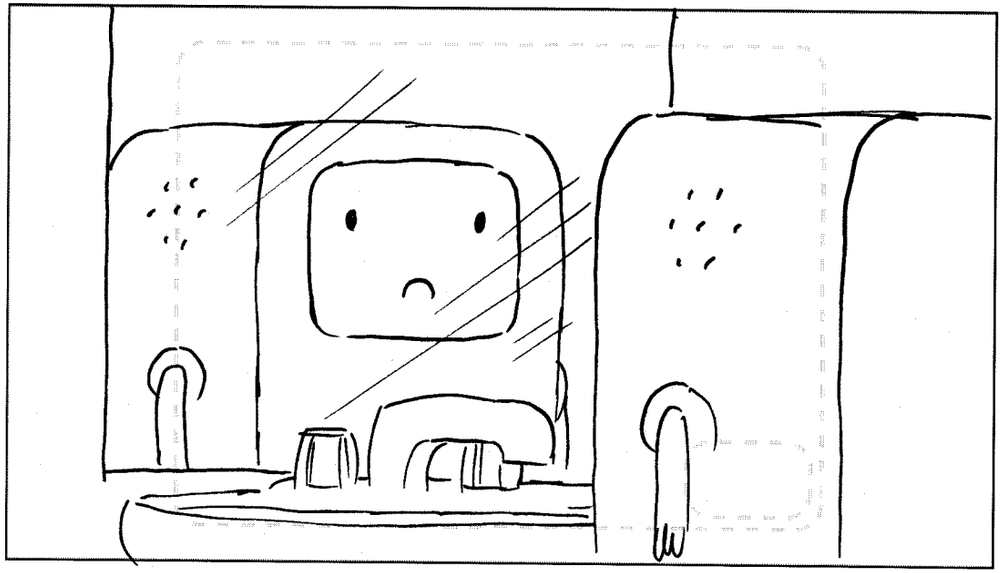
ADVENTURE TIME

Page 112

Sc. 119 Pnl. A Bg. day night



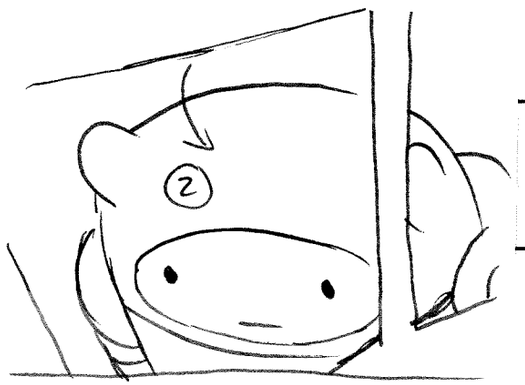
Sc. 120 Pnl. A Bg. day night



Dialog: (FINN:) I'm worried about BMO...

Action:

Timing:



EPISODE # 100895

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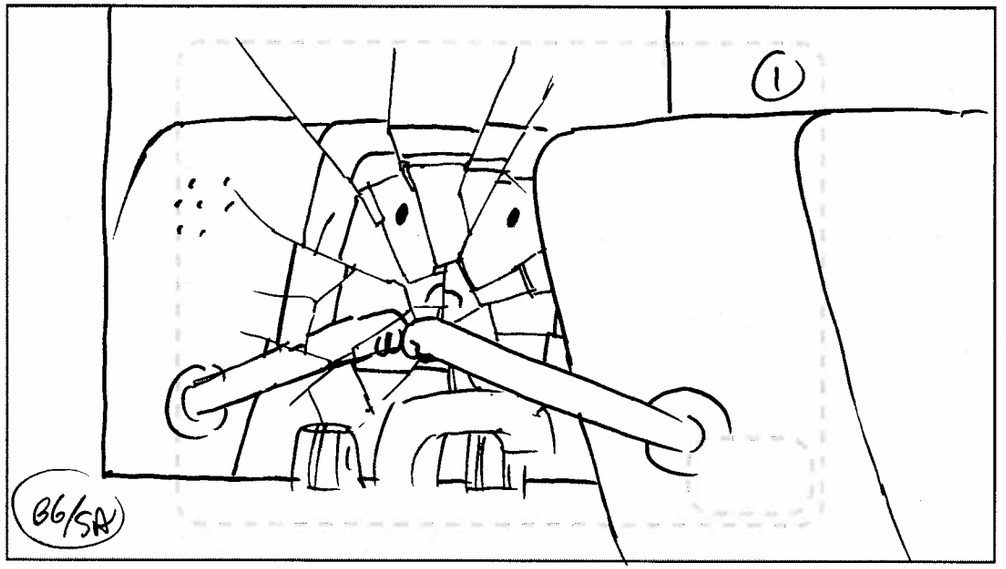
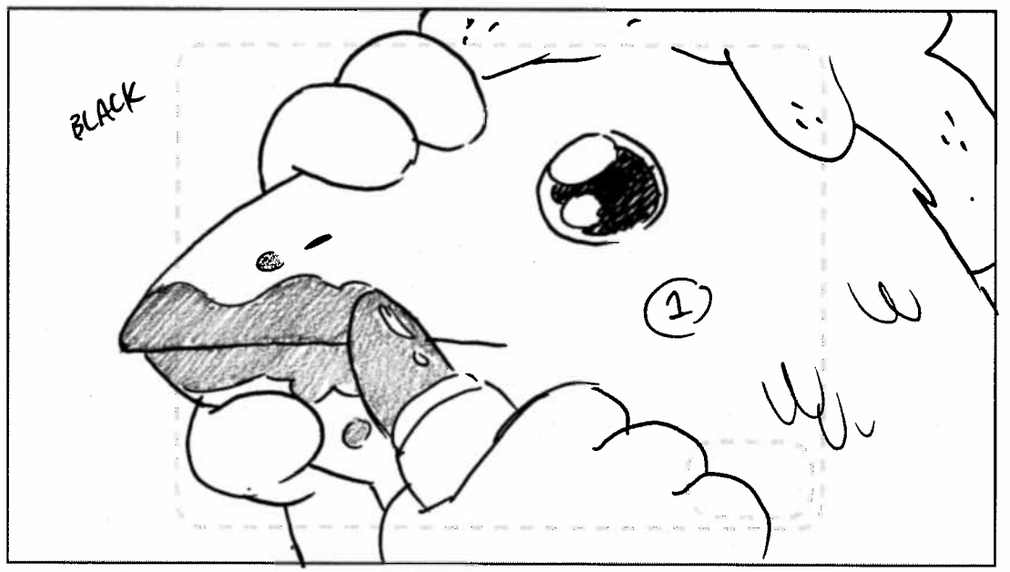
ADVENTURE TIME

Page 113

Sc. 120 Pnl. B Bg. day night



Sc. 121 Pnl. A Bg. day night



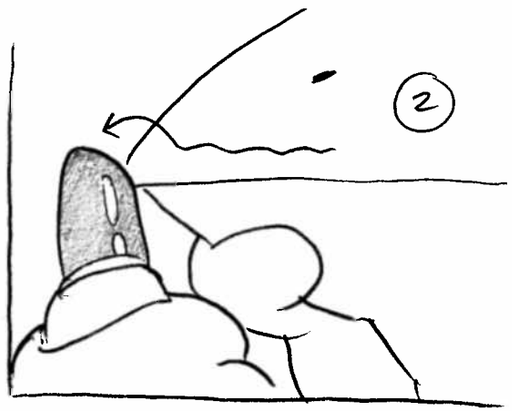
Dialog:

(SFX:) smash

Action:

Scene goes in reverse, lipstick comes off beak

Timing:



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Production : 41

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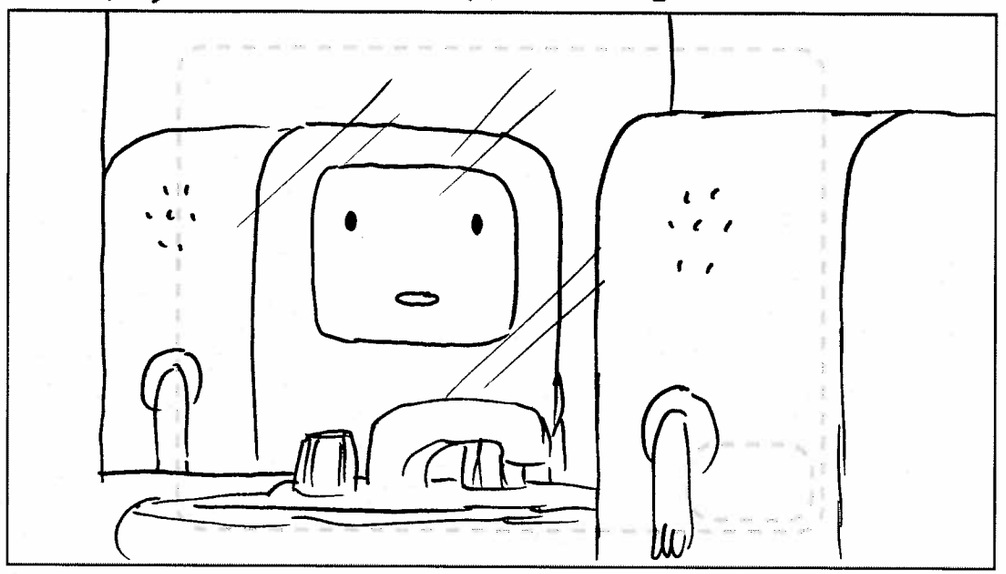
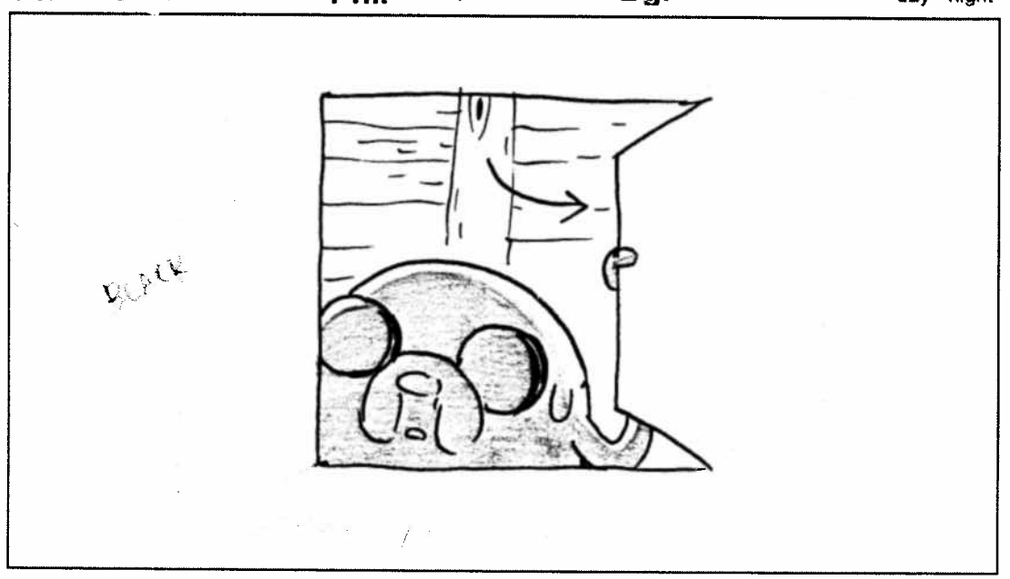
ADVENTURE TIME

Page 114

Sc. 122 Pnl. A Bg. day night



Sc. 123 Pnl. A Bg. day night



Dialog:

(BMO:) This is real.

(J:) BMO?

(same dialogue as before)

Action:

(same animation as before)

Timing:

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Production :

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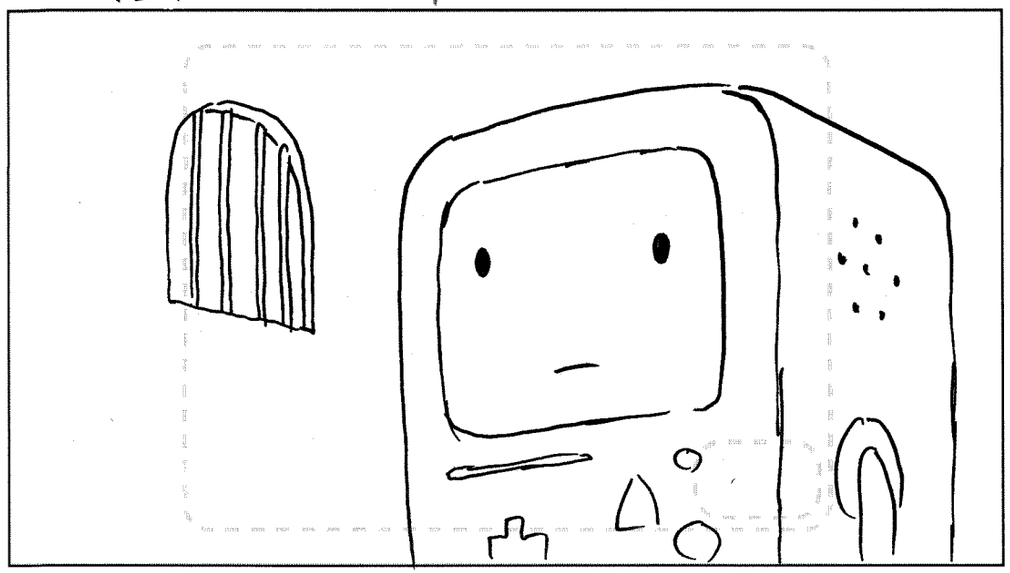
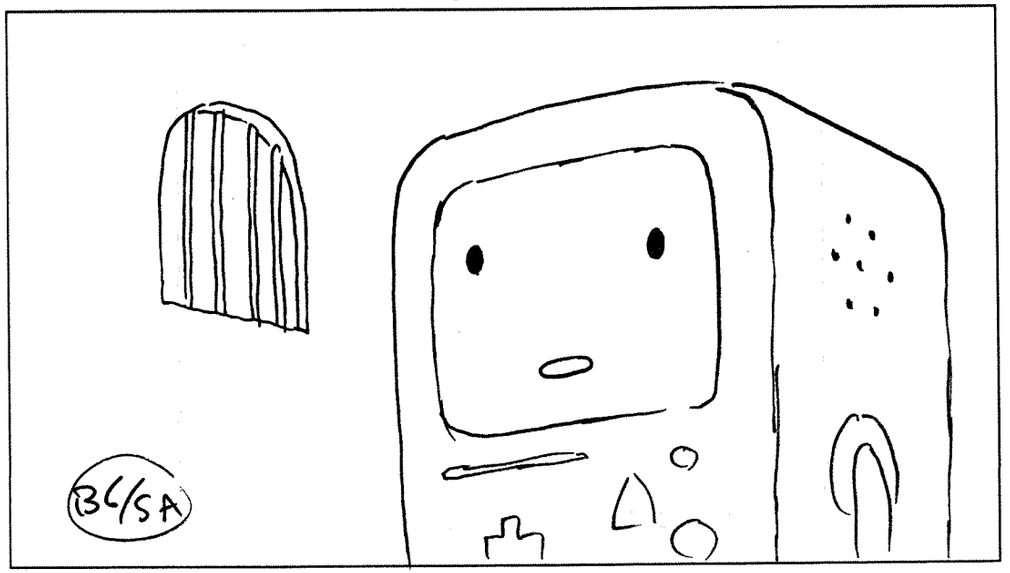
ADVENTURE TIME

Page 115

Sc. 124 Pnl. A Bg. day night



Sc. 124 Pnl. B Bg. day night



Dialog:

– BEAT –

(BMO:) Who's BMO?

Action:

Timing:

EPISODE # 100895

Production :

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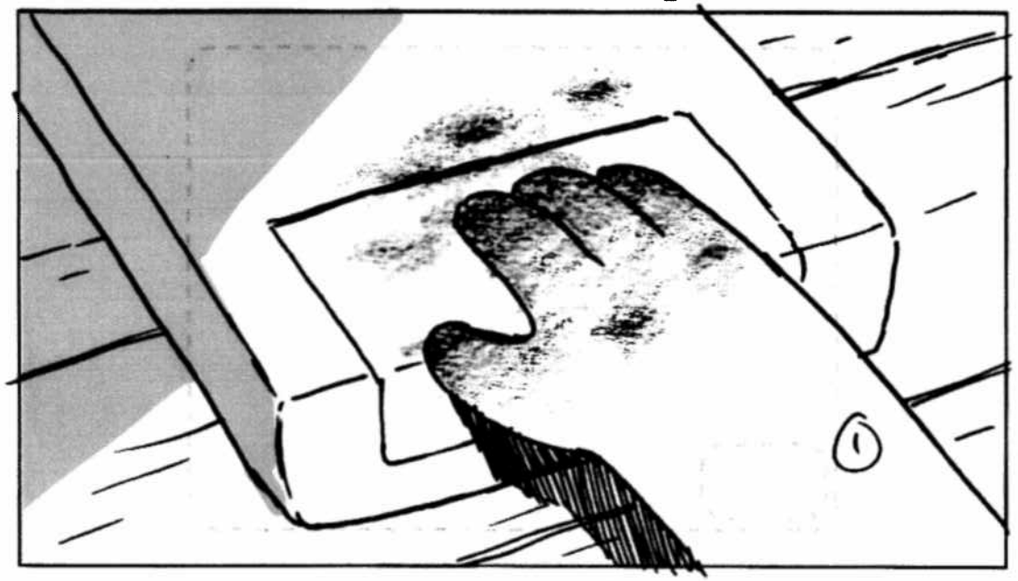
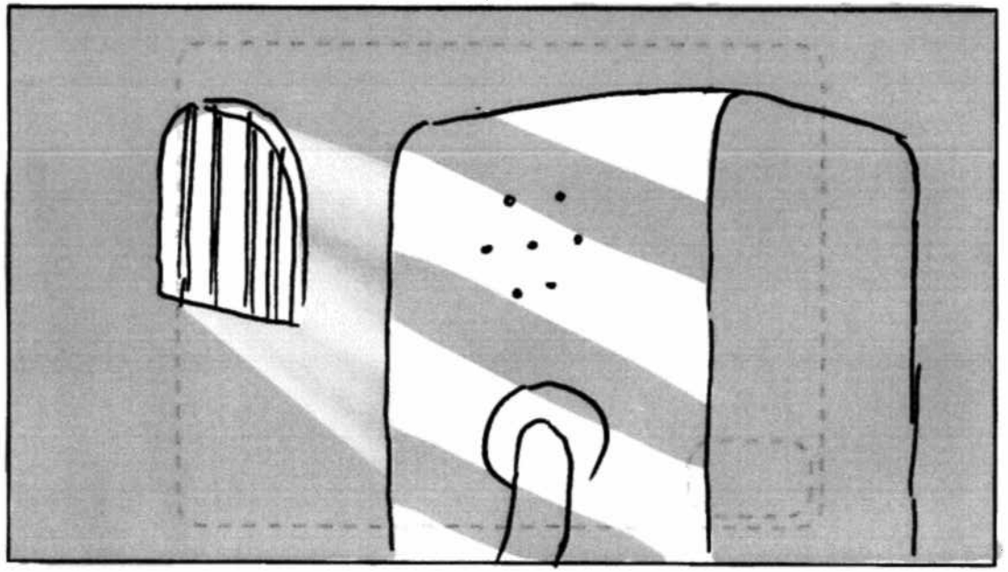
ADVENTURE TIME

Sc. 125 Pnl. A Bg. day night



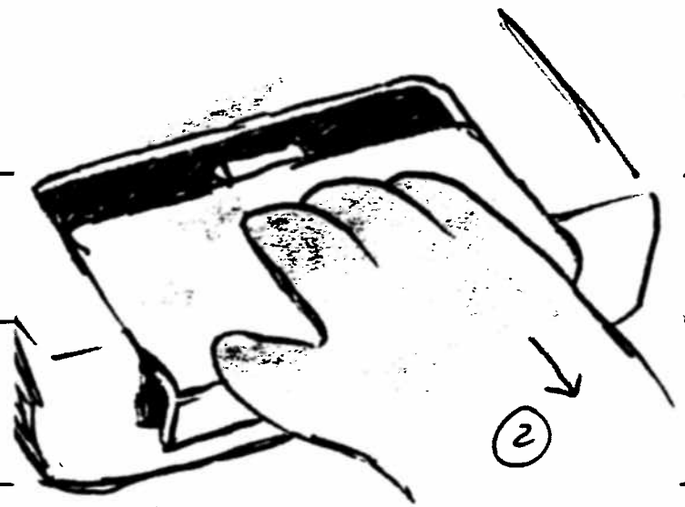
Sc. 126 Pnl. A Bg. day night



Dialog:

Action:

Timing:



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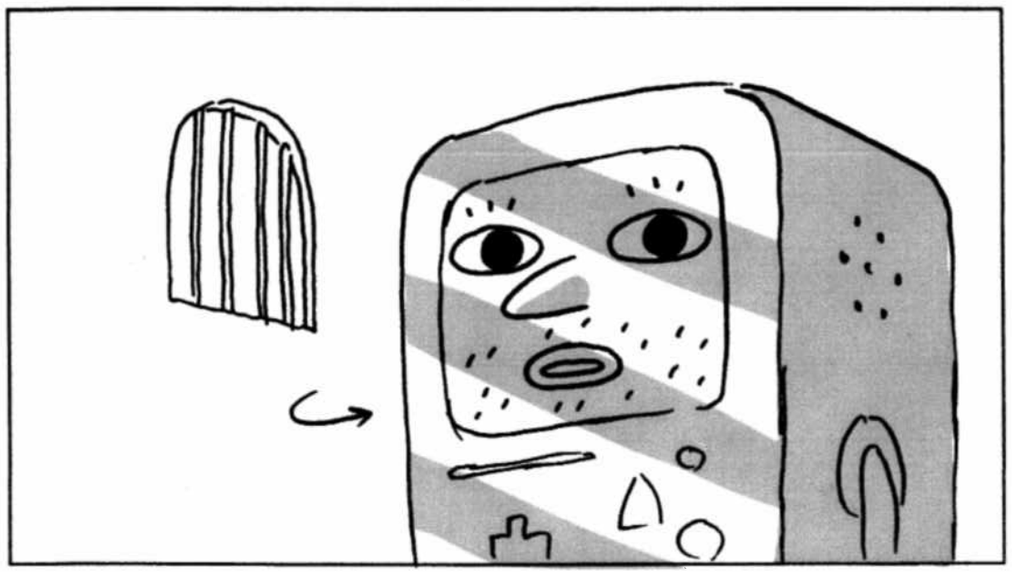
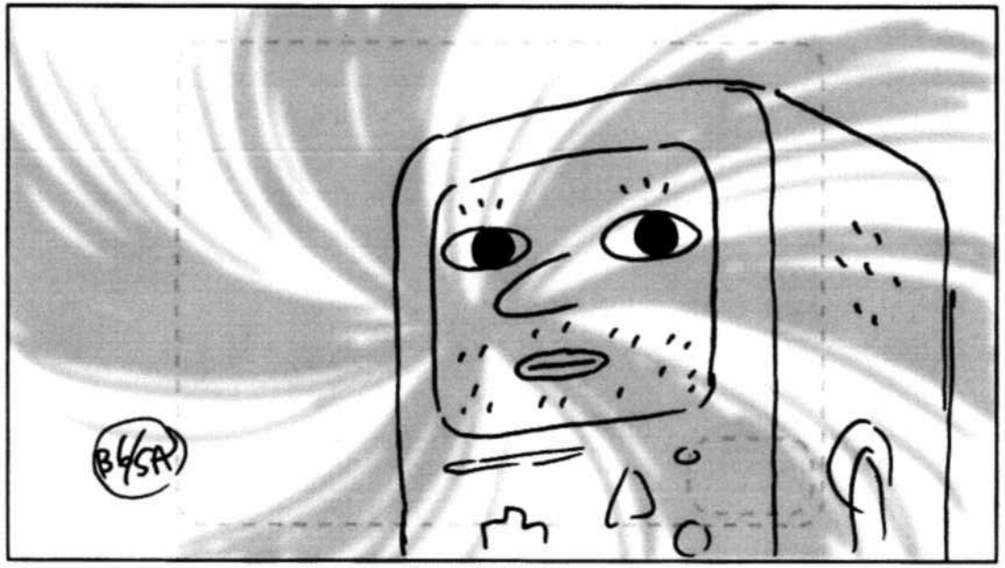
ADVENTURE TIME

Sc. 126 Pnl. B Bg. day night



Sc. 126 Pnl. C Bg. day night



Dialog:

STRANGE MAN'S VOICE: Hello? [echoing: hello hello hello hello]

Action:

Timing:

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Production :

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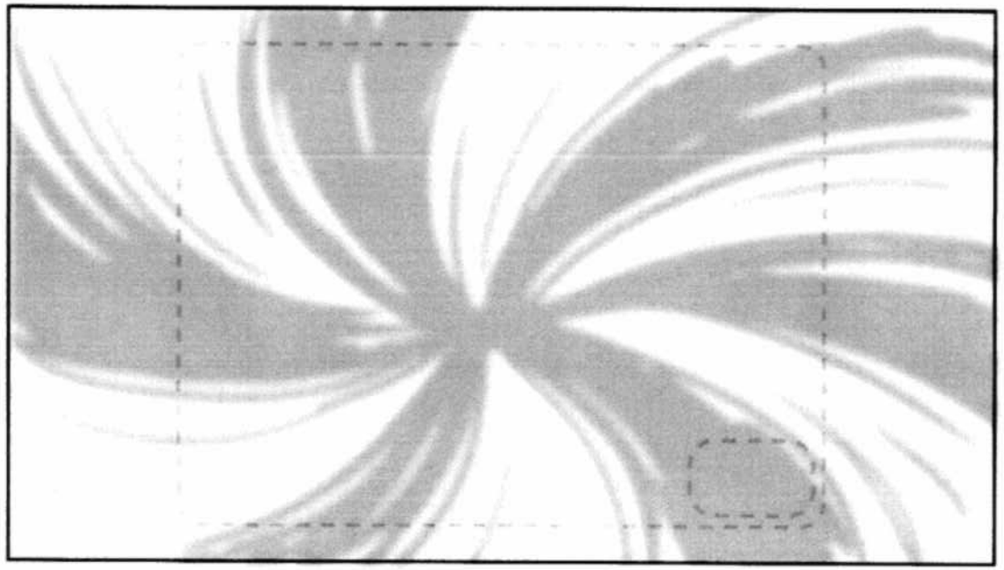
ADVENTURE TIME

Page 118

Sc. 126 Pnl. D Bg. day night



Sc. 127 Pnl. A Bg. day night

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Dialog:

[echoing becomes Neptr]

NEPTR (O.S.): Hello? Hello?

NEPTR (O.S.) Hello? Hey—

Action:

Timing:

Production :

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ADVENTURE TIME

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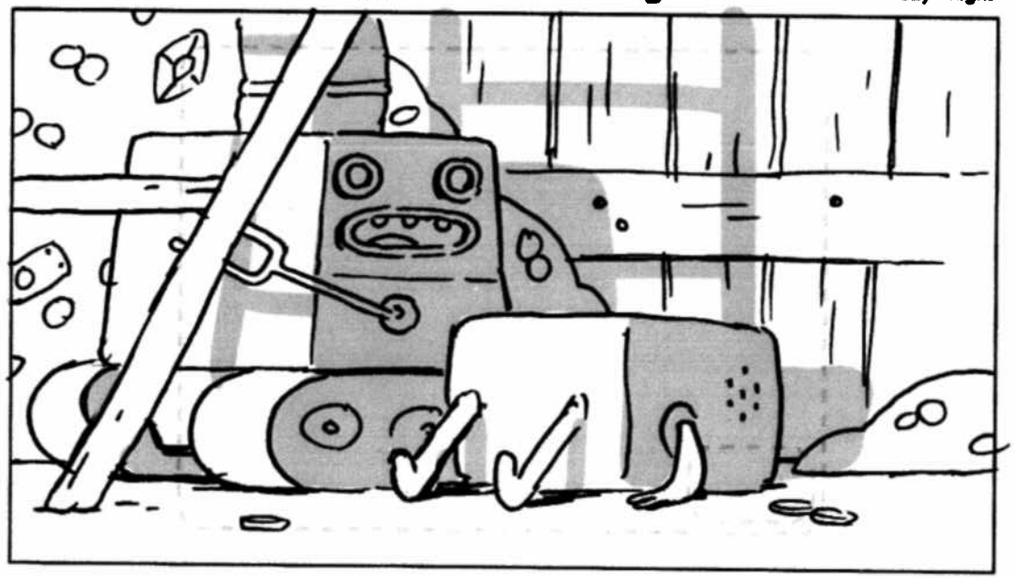
Sc. 127 Pnl. B Bg. day night

Sc. 128 Pnl. A Bg. day night



Dialog:

(NEPTR:) (O.S.): BMO, wake up buddy, →

(NEPTR:) Are you alright?

Action:

Timing:

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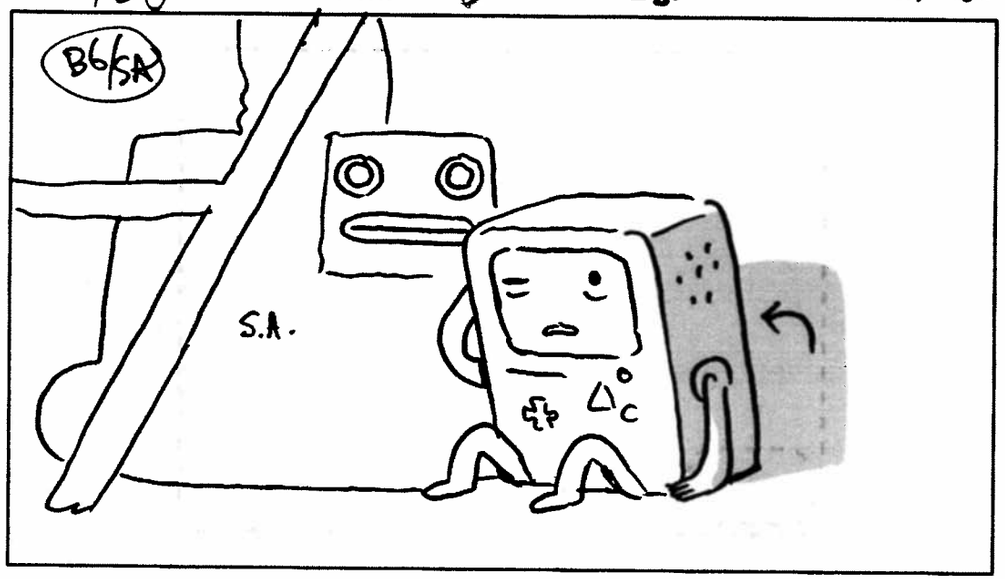
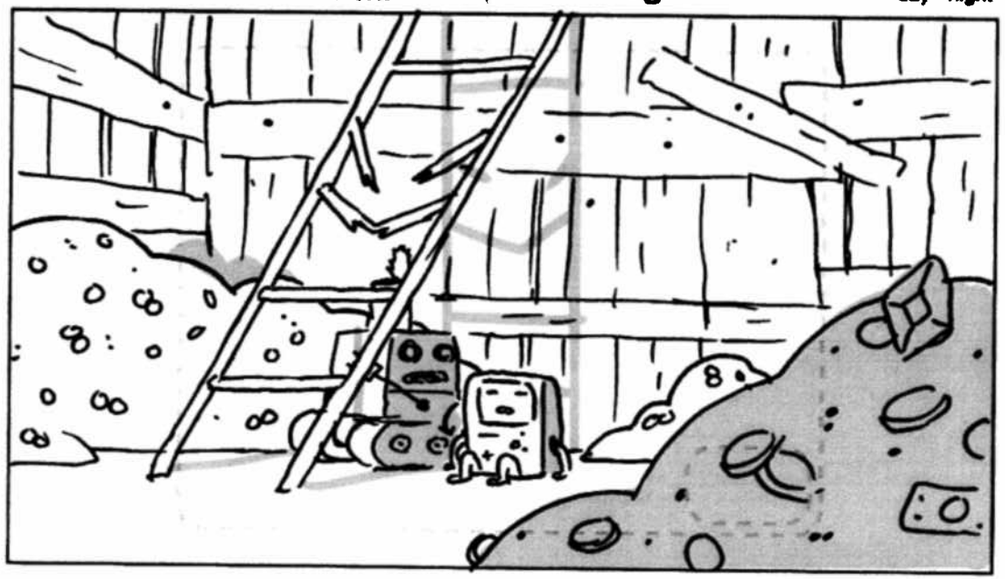
ADVENTURE TIME

Page 120

Sc. 128 Pnl. B Bg. day night



Sc. 129 Pnl. A Bg. day night



Dialog:

(Bmo:) uhh... Neptr...? →

(Bmo:) I feel like I got hit with a dracula.....
by KING KONG.

Action:

Timing:

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Production :

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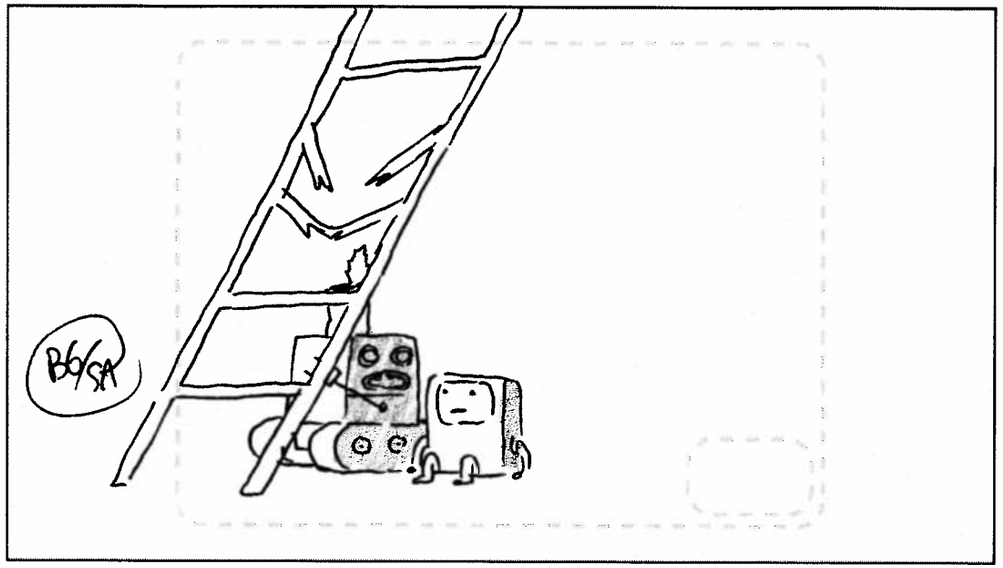
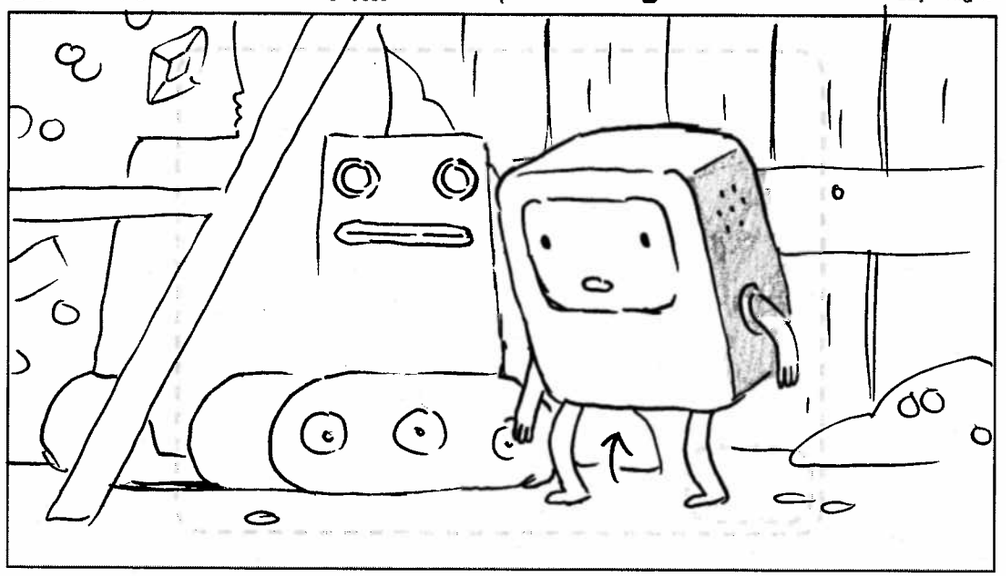
ADVENTURE TIME

Sc. 129 Pnl. B Bg. day night



Sc. 130 Pnl. A Bg. day night



Dialog: (NEPTR:) Whoa- sorry man. You want some pie or somethin'? (BMO:) Sorry I gotta run, →

Action:

Timing:

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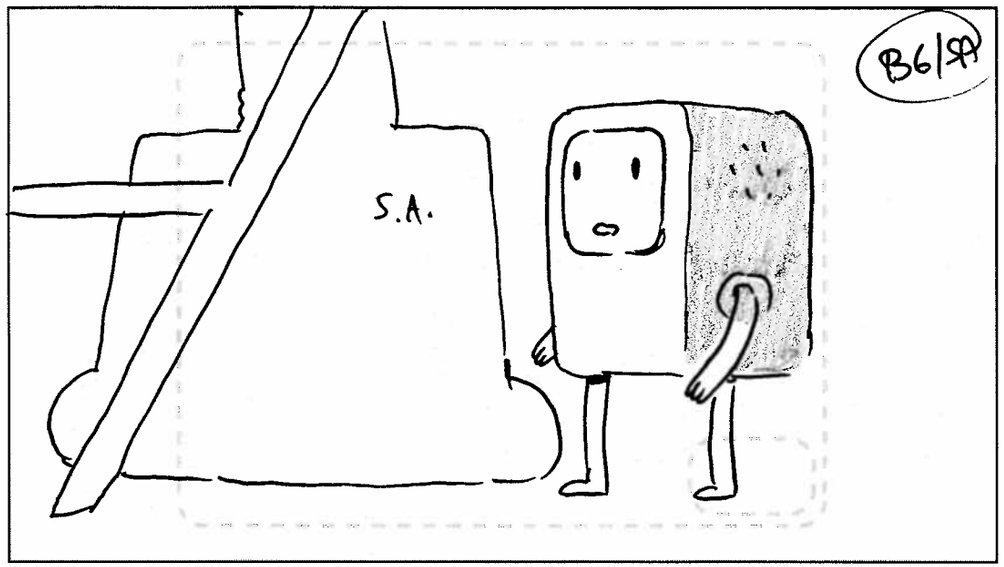
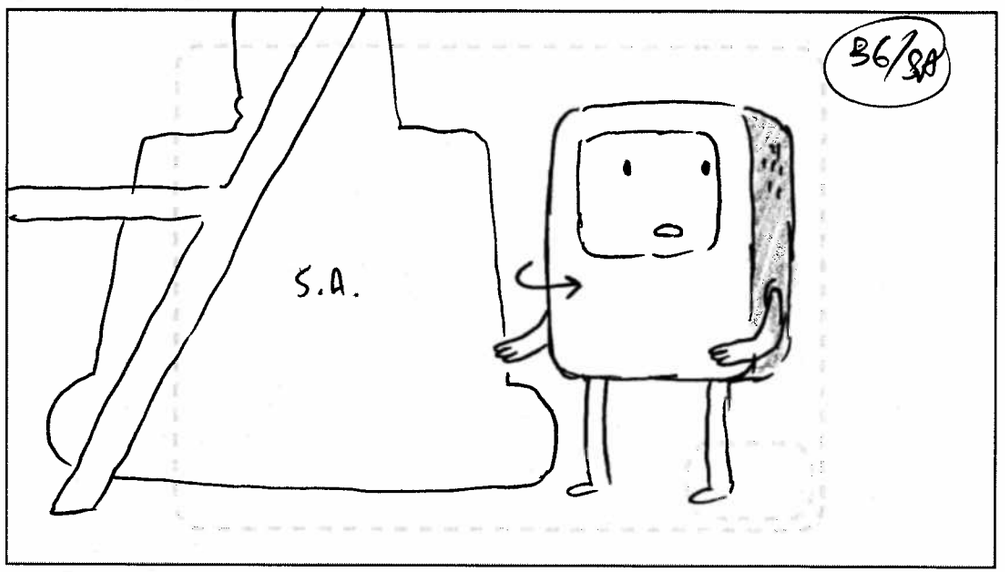
ADVENTURE TIME

Sc. 130. Pnl. B Bg. day night



Sc. 130 Pnl. C Bg. day night



Dialog:

BMO: the cops are after me.

BMO: Have you seen any down here?

Action:

Timing:

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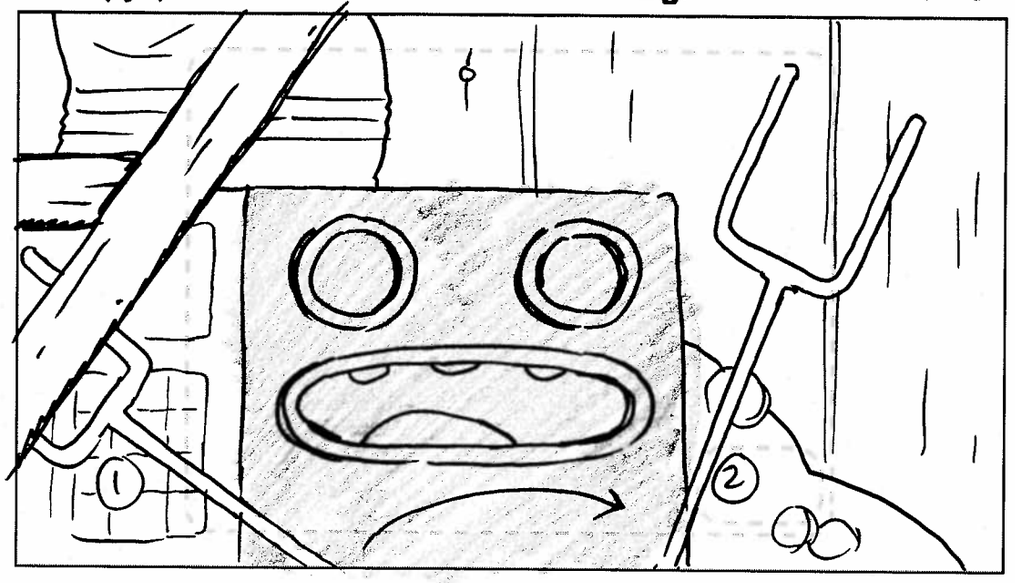
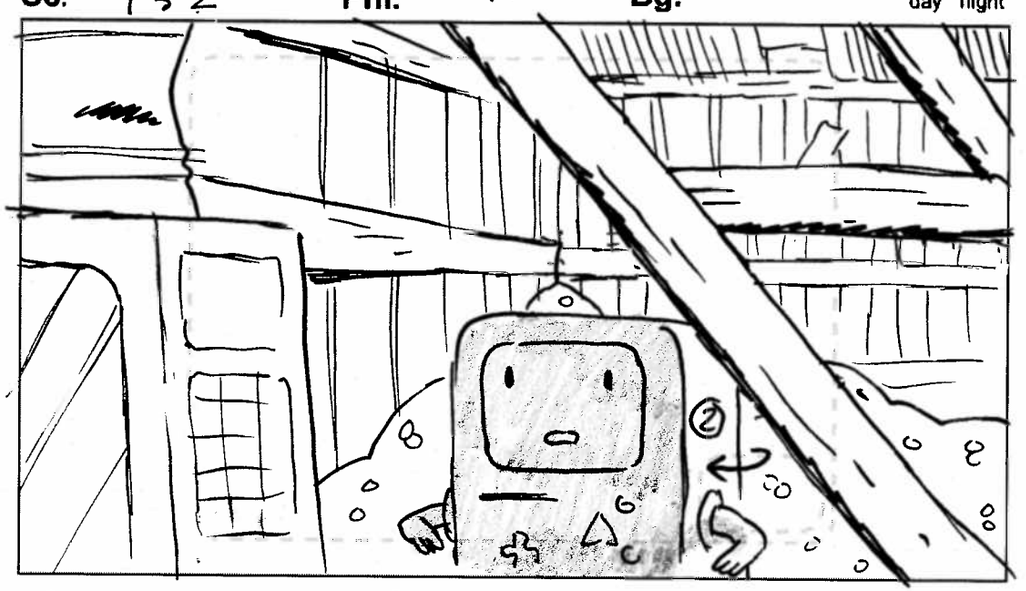
ADVENTURE TIME

Sc. 131 Pnl. A Bg. day night



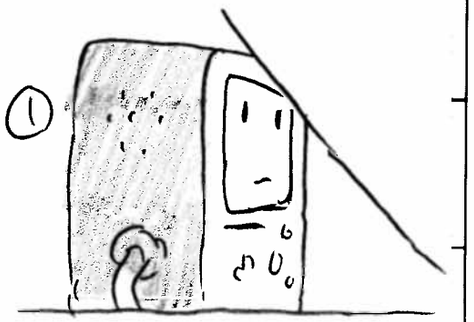
Sc. 132 Pnl. A Bg. day night



Dialog:

(NEPTR:) (1): Nah, no onés been down here all day,
(2) except me, you and Ronnie.

(BMO:) What?



Action:

Timing:

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ADVENTURE TIME

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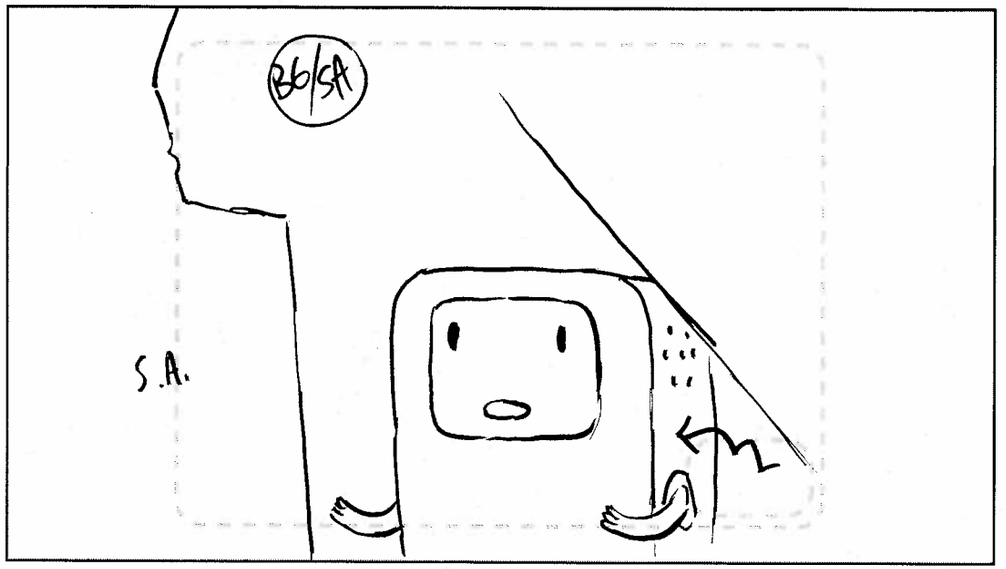
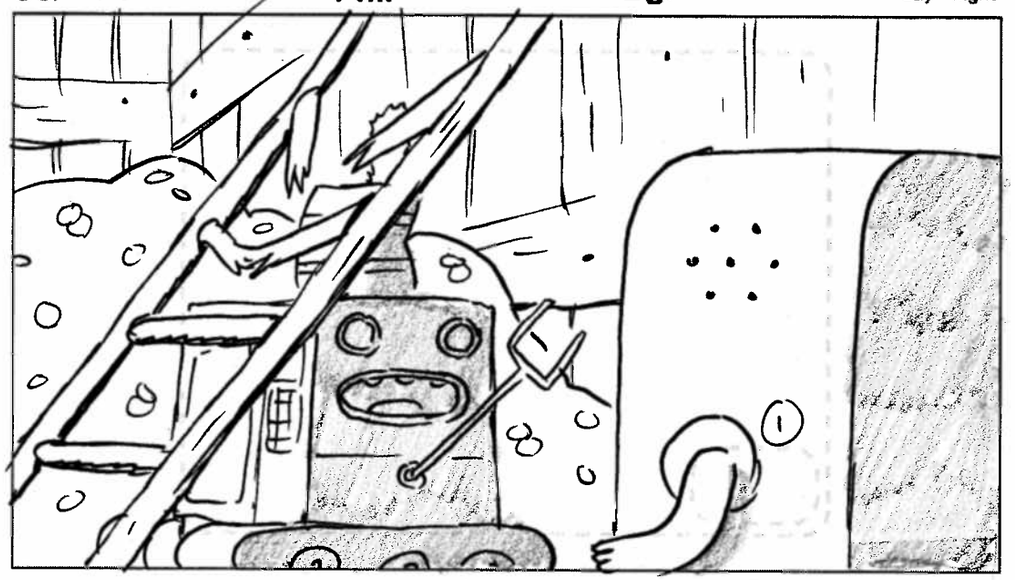
Sc. 132 Pnl. B Bg. day night



Sc. 133 Pnl. A Bg. day night

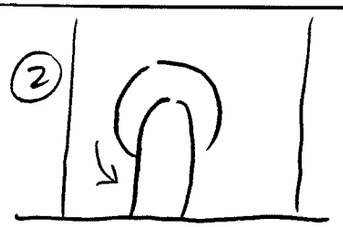


Dialog:

(BMO:) What was RONNIE doing down here?

(NEPTR:) I don't know, but now my sensors indicate that some treasure is missing...

Action:



Timing:

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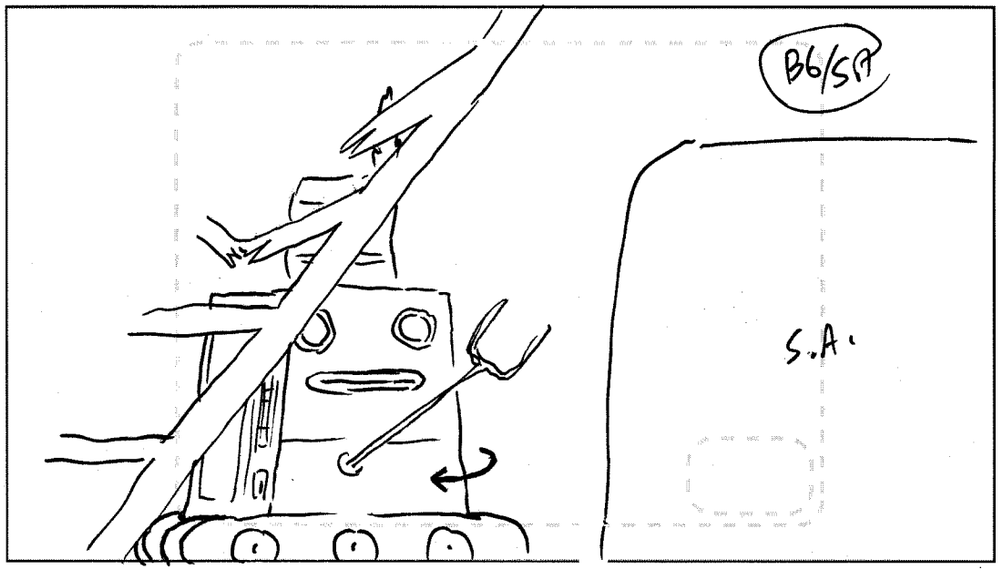
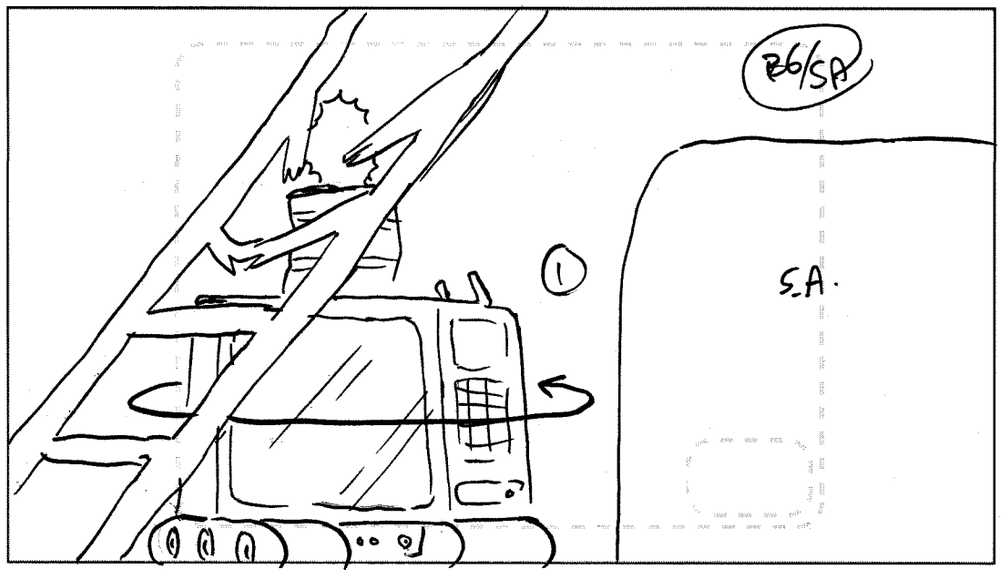
ADVENTURE TIME

Sc. 133 Pnl. B Bg. day night



Sc. 133 Pnl. C Bg. day night



EPISODE # 100895

Dialog:

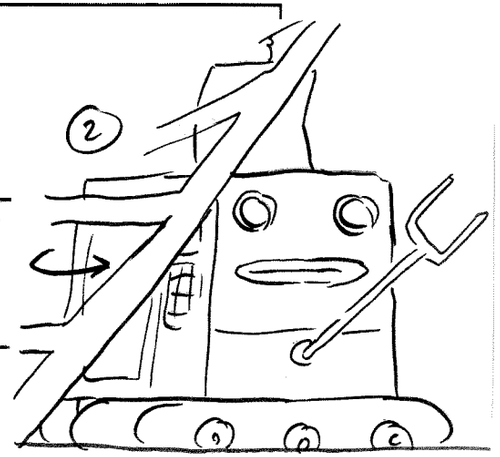
SFX: zzt-

SFX: zzzzzmm

Action:

NEPTR Rears back before spinning—

NERTR QUICKLY Rotates 360°



Timing:

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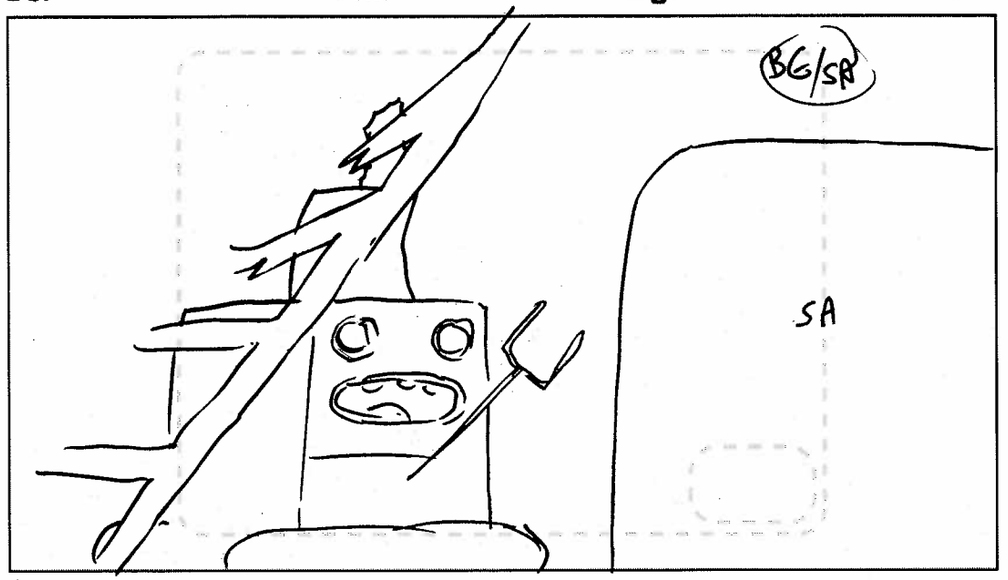
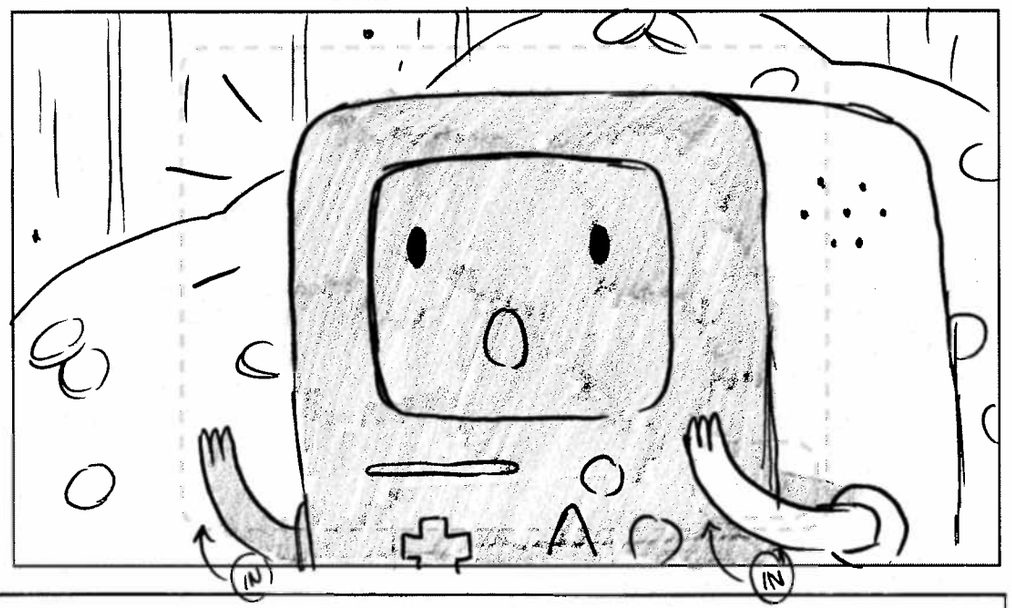
ADVENTURE TIME

Sc. 133 Pnl. P Bg. day night



Sc. 134 Pnl. A Bg. day night



Dialog:

(NEPTR:) about a sock's worth.

(BMO:) *GASP!*

Action:

Timing:

EPISODE # 100895

Production :

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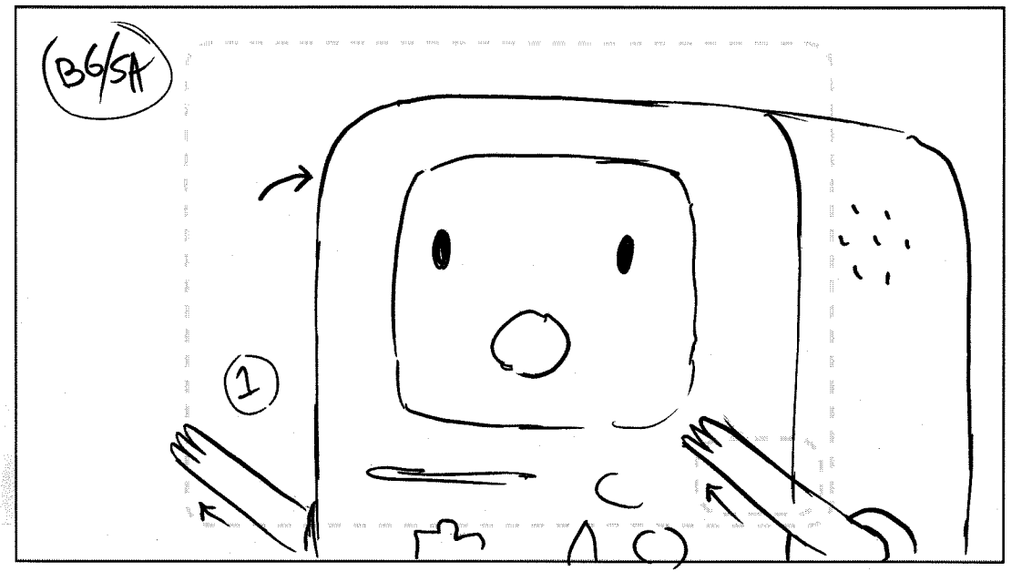
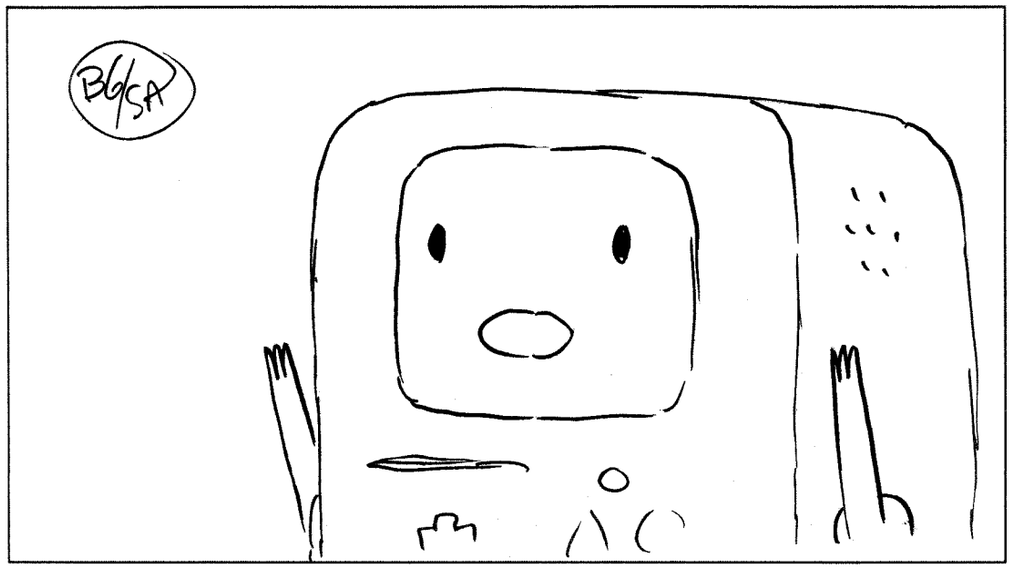
ADVENTURE TIME

Sc. 134 Pnl. B Bg. day night



Sc. 134 Pnl. C Bg. day night



Dialog:

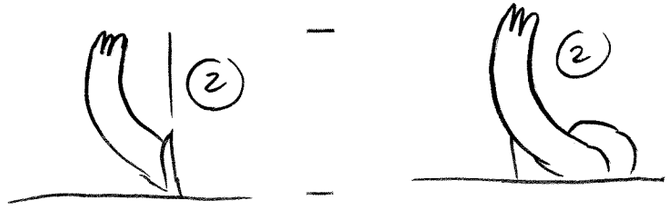
BMO: (1) THAT'S IT! (2) (1) THAT'S WHY RONNIE TOOK THE SOCK!

BMO: TO CARRY STOLEN TREASURE IN WITH!

Action:

(1) (2) (1) → see above

Timing:



EPISODE # 100895

Production :

55

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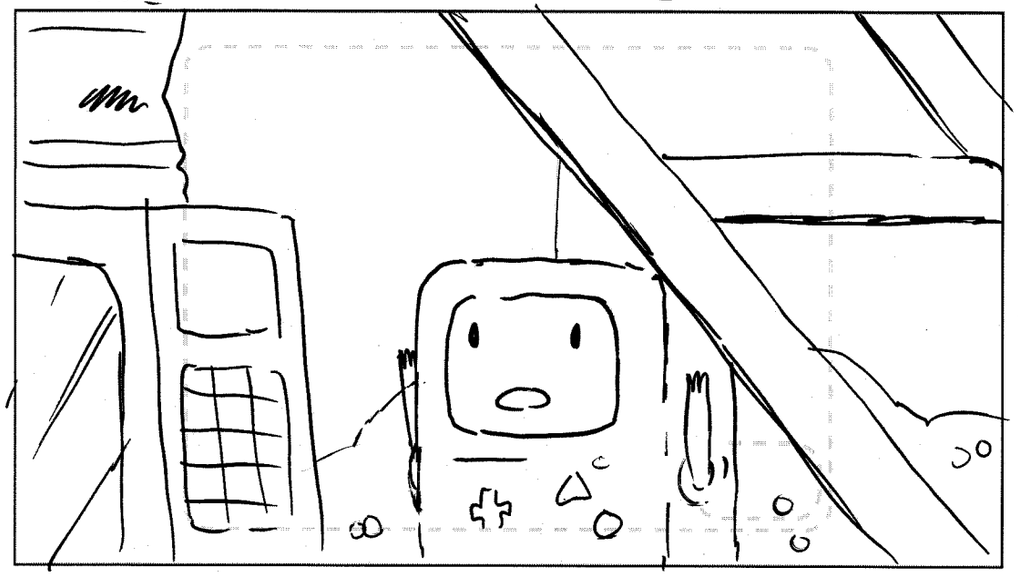
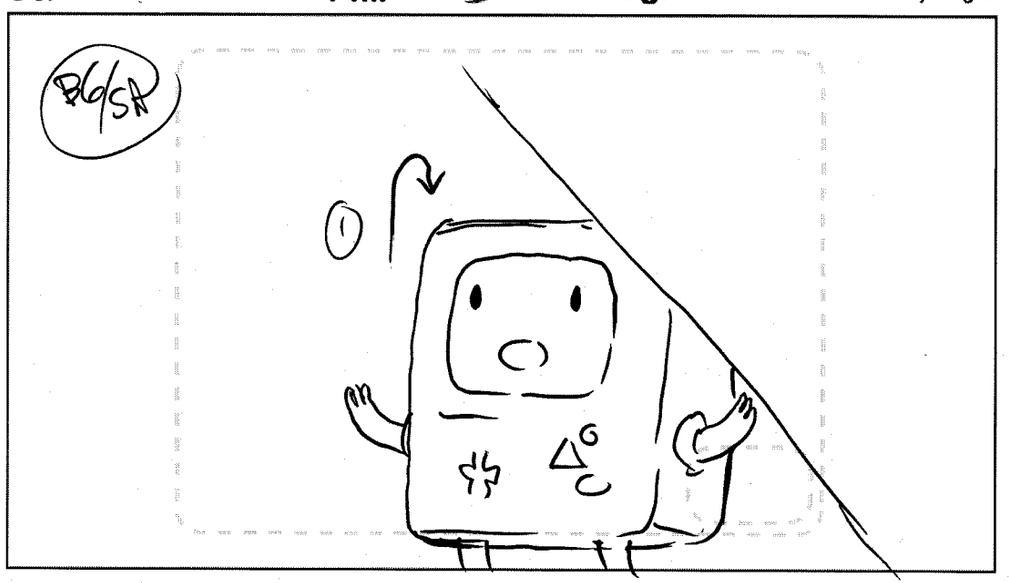
ADVENTURE TIME

Page 120

Sc. 135 Pnl. A Bg. day night



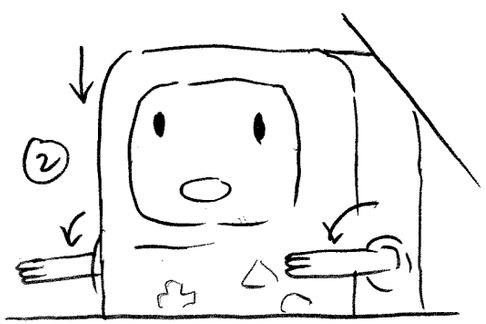
Sc. 135 Pnl. B Bg. day night



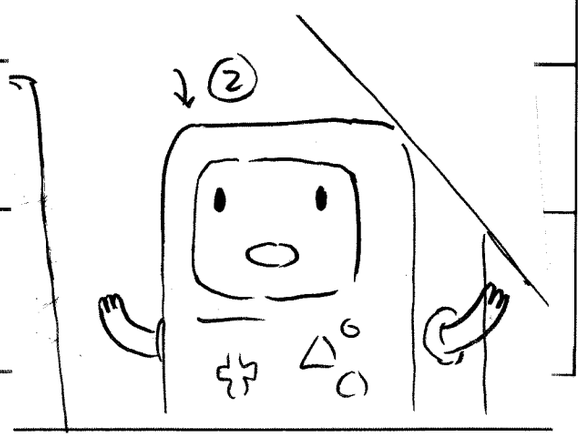
Dialog: (BMO) he had to whack Bébé to keep him from squealing. →

Then he pinned the rap on me!

Action: Bmo crouches down



Bmo jumps



Timing:

EPISODE # 1008995 SB

Production :

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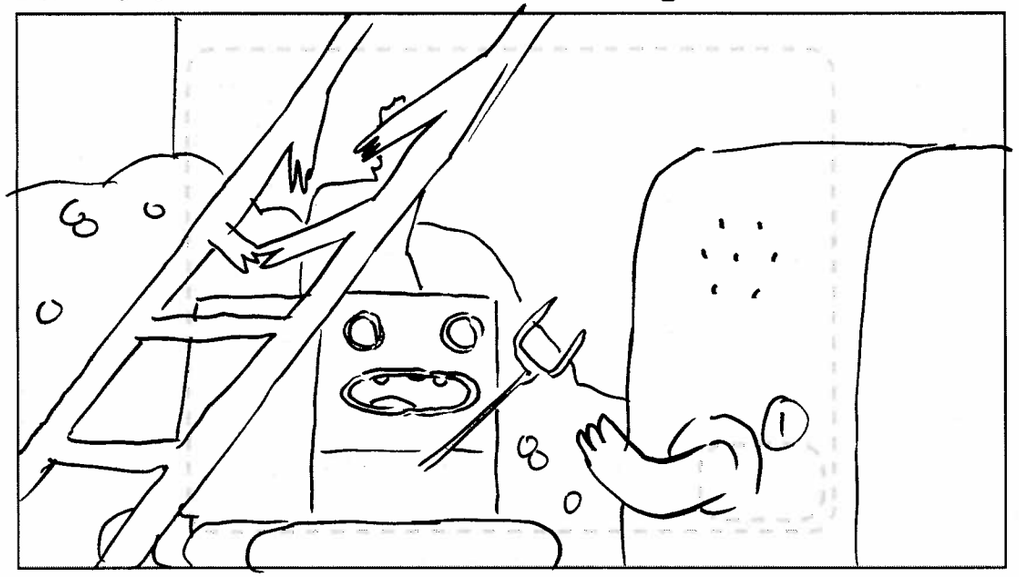
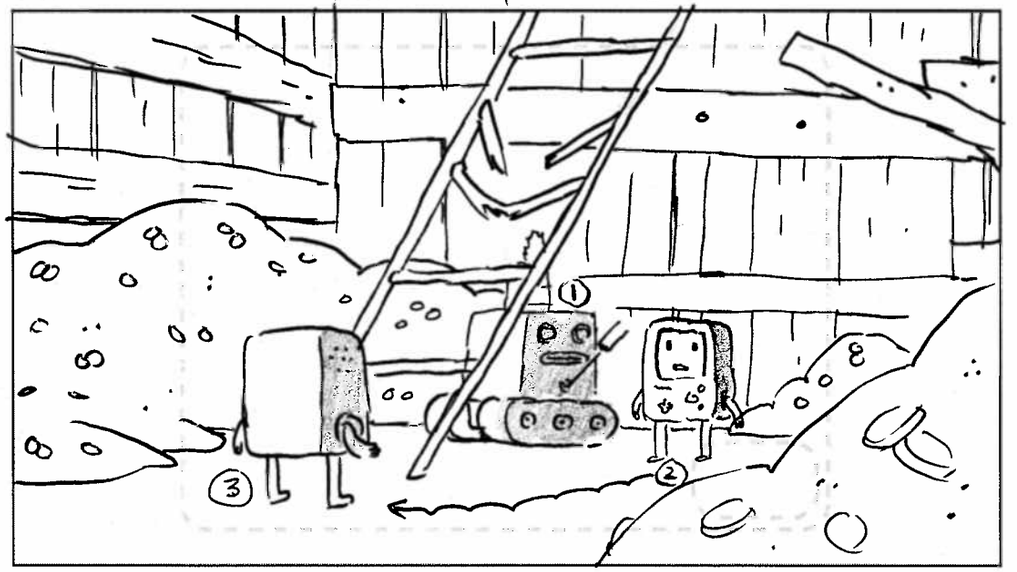
ADVENTURE TIME

Page 129

Sc. 136 Pnl. A Bg. day night



Sc. 137 Pnl. A Bg. day night



EPISODE # 100895

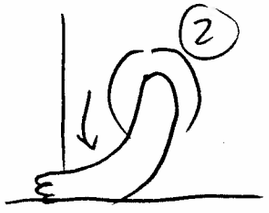
57

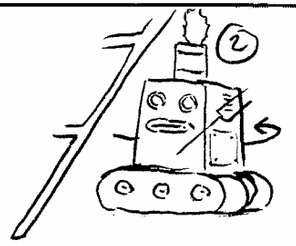
Dialog:

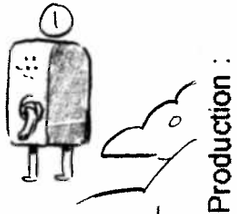
(NEPTR:) Bébé's dead?

(BMO:) Listen NEPTR - you better lay low for a while -

Action:







Timing:

Production :

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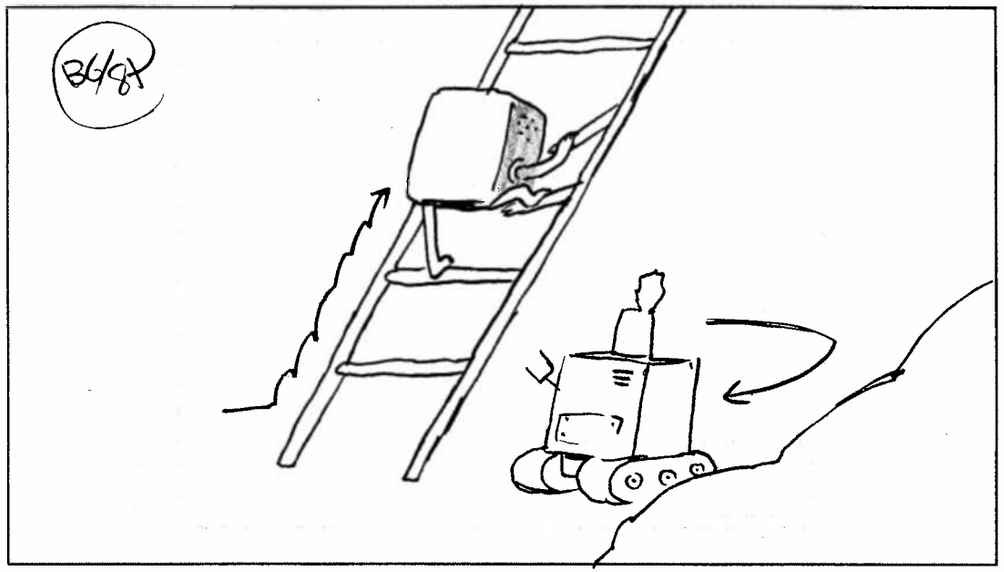
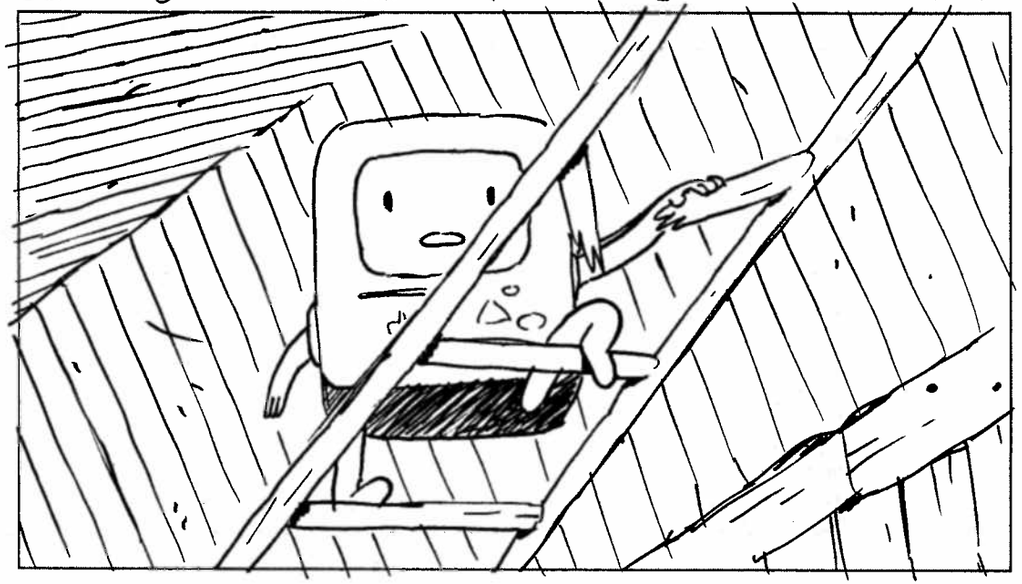
ADVENTURE TIME

Page 130

Sc. 137 Pnl. B Bg. day night



Sc. 138 Pnl. A Bg. day night



Dialog:

(BMO:) I'm gonna go find Ronnie—

(BMO:) I've got a score to settle.

Action:

Timing:

EPISODE # 100895

Production :

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ADVENTURE TIME

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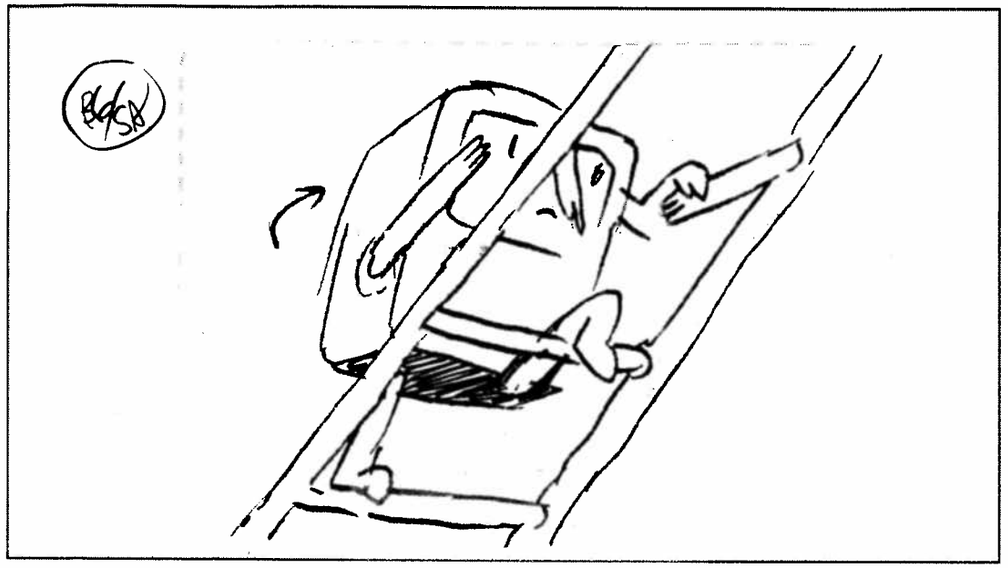
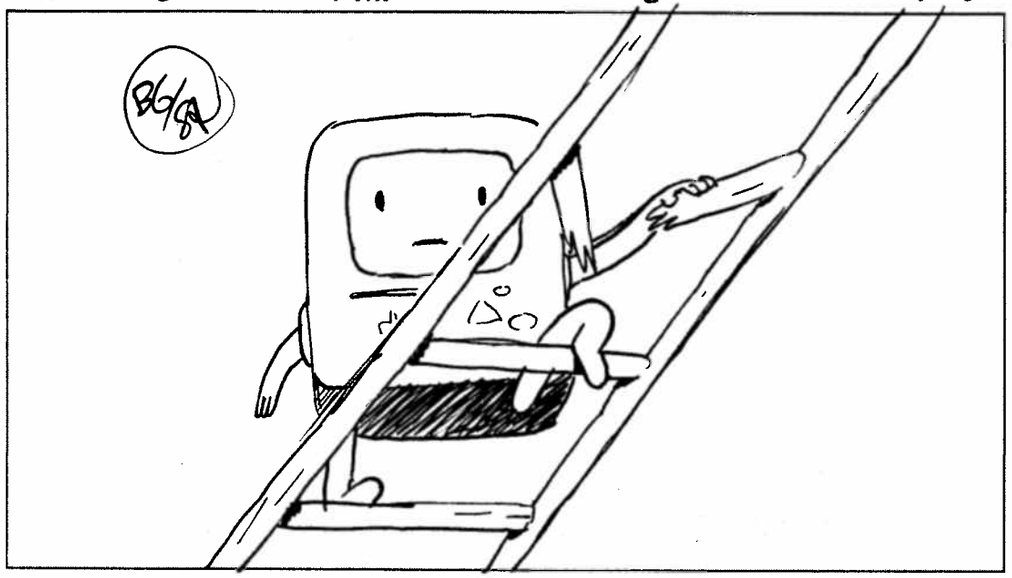
Sc. 138 Pnl. B Bg. day night



Sc. 138 - Pnl. C Bg. day night



Dialog:

NEPTR O.S.: Hey BMO!

Action:

Timing:

EPISODE # 100895

Production :

59

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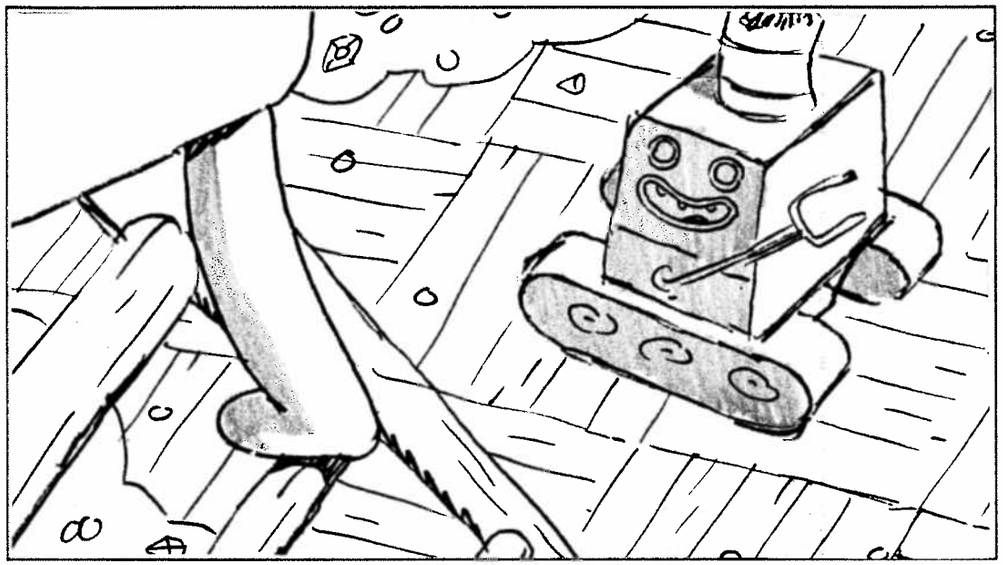
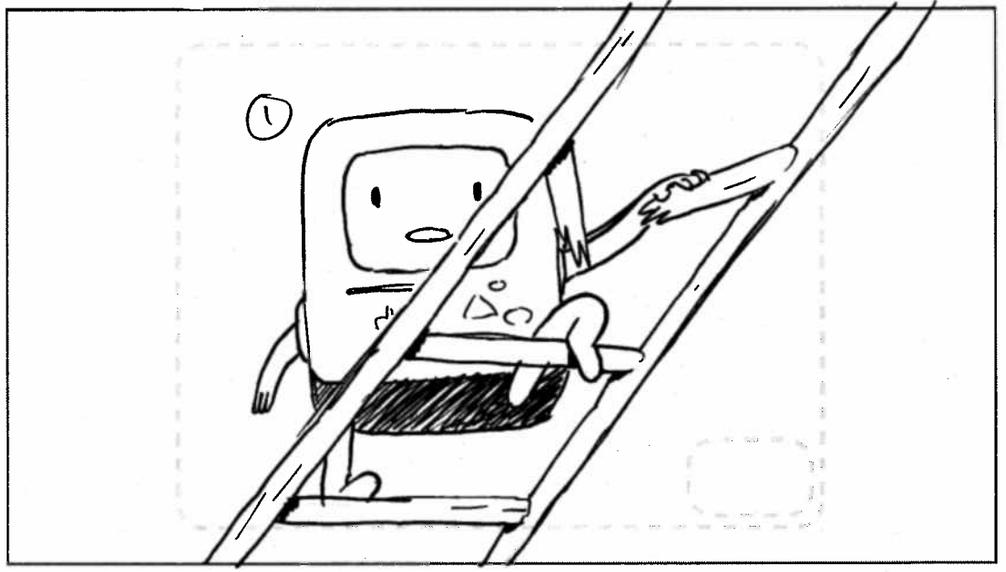
ADVENTURE TIME

Sc. 139 Pnl. A Bg. day night



Sc. 140 Pnl. A Bg. day night

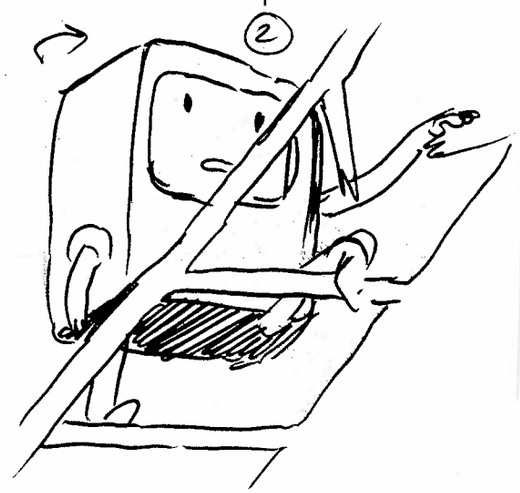


EPISODE # 100895

Dialog:

NEPTR: Hey we should hang out more - we're both robots!

BMO: 1 No NEPTR,
2 I'm not like you.



Action:

Timing:

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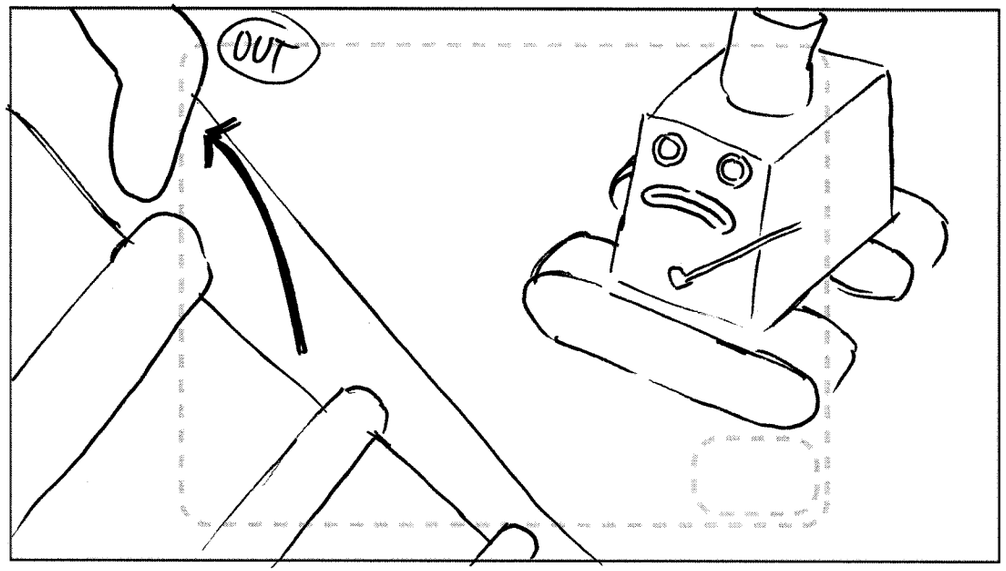
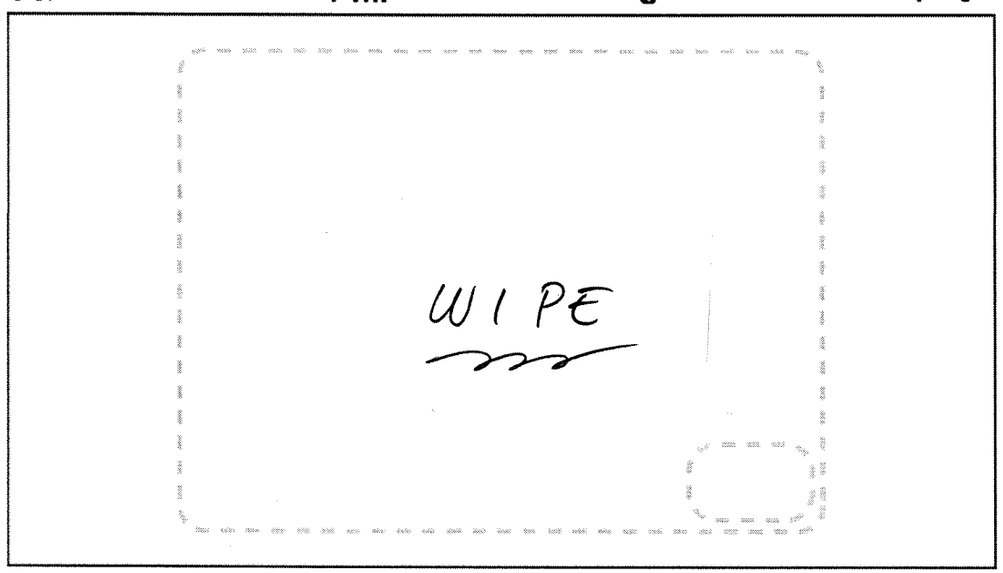
ADVENTURE TIME

Page 133

Sc. 141 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

EPISODE # 100895

Production :

41

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ADVENTURE TIME

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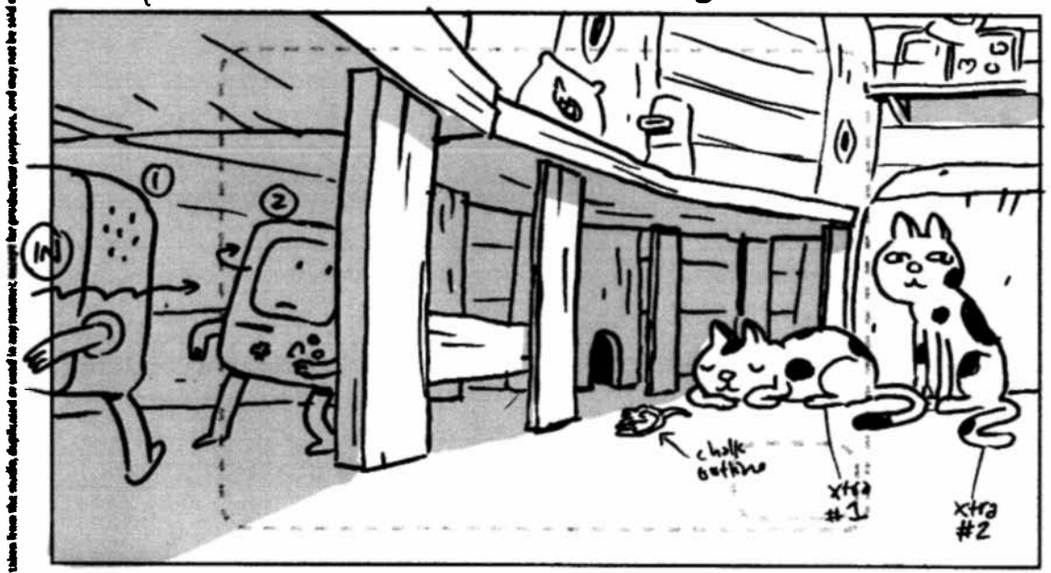
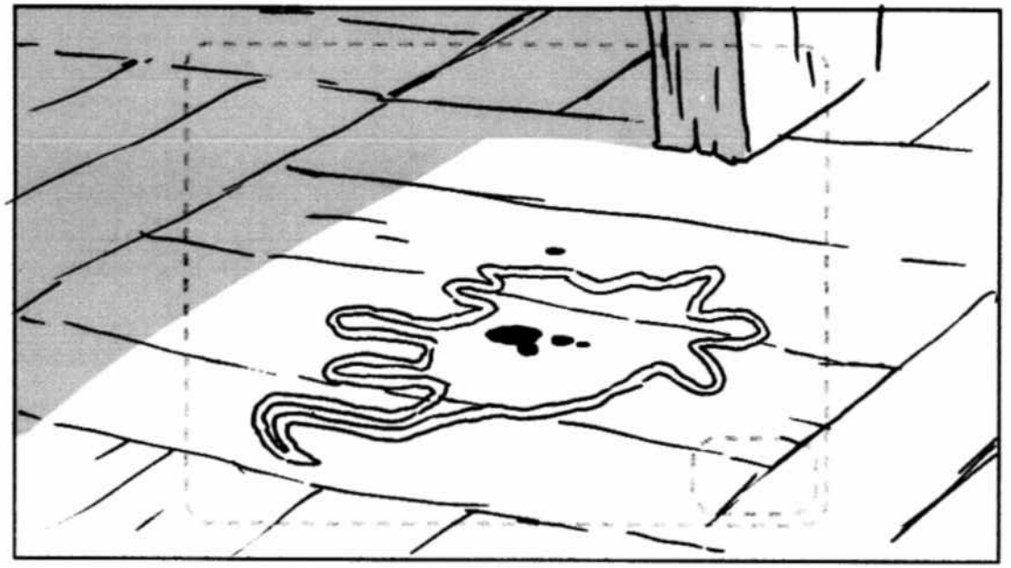
Sc. 142 Pnl. A Bg. day night



Sc. 143 Pnl. A Bg. day night



EPISODE # 100895

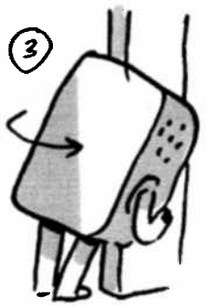
Production :

Dialog:

Action: Hold for a beat on (2)

(maybe we can do KETCHUP spots since it's gonna be in black & white??)

Timing:



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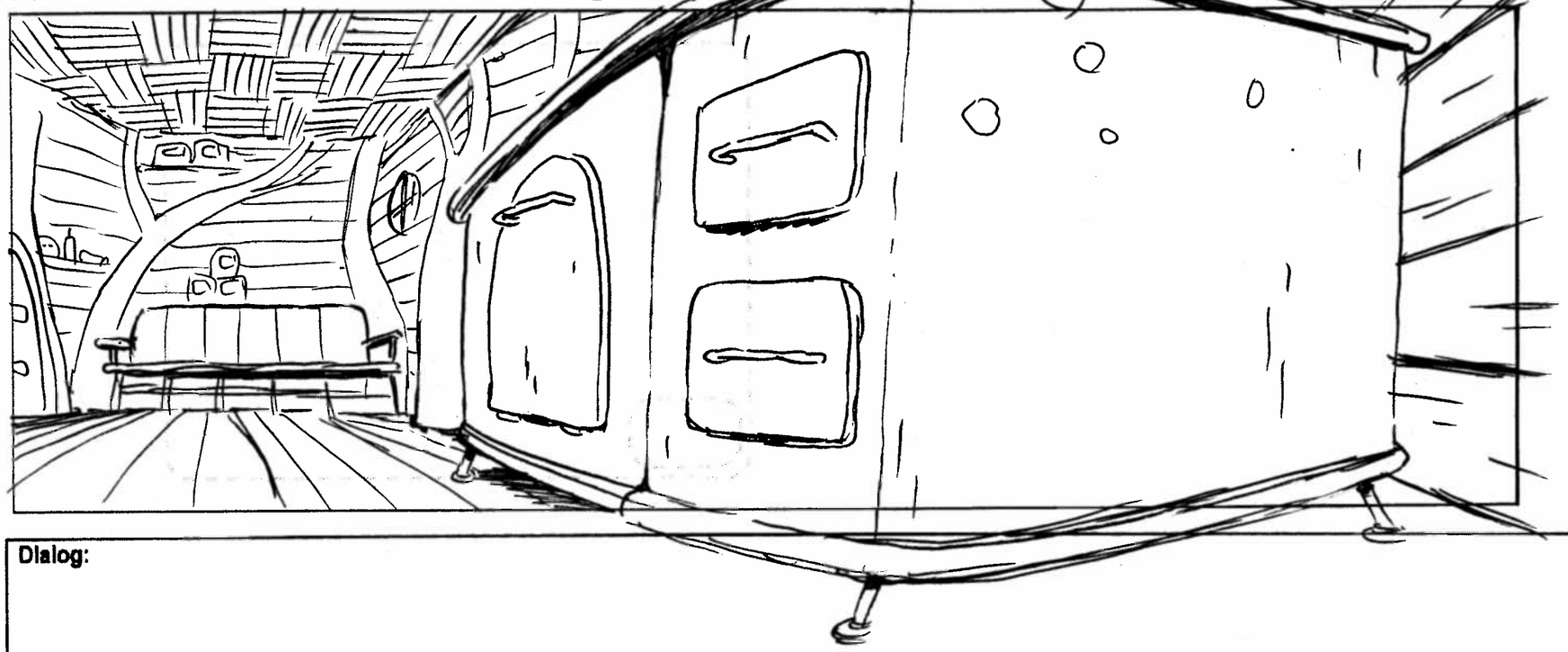
ADVENTURE TIME

Page 135

Sc. Pnl. BG Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 100895

Production :

63

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ADVENTURE TIME

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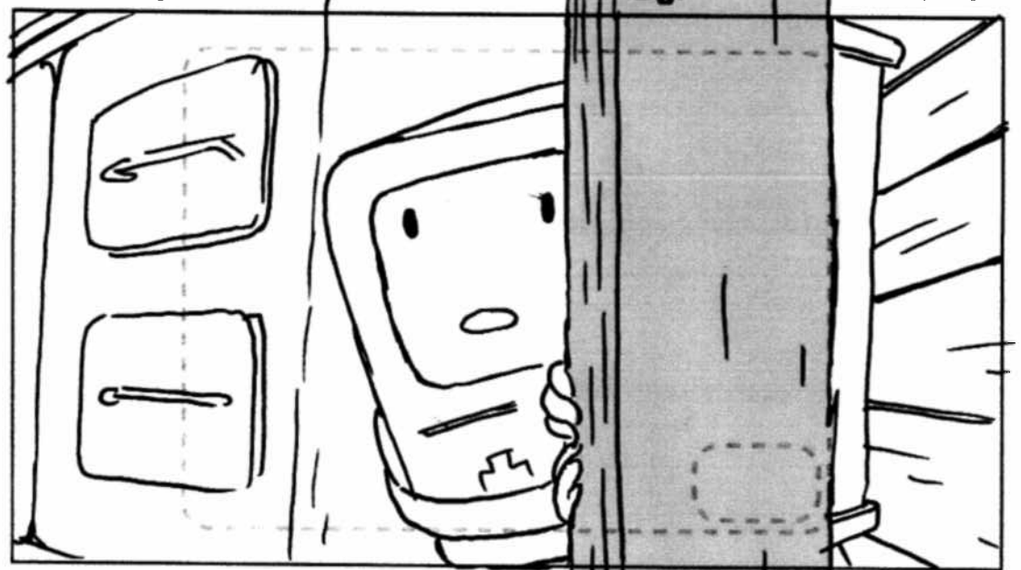
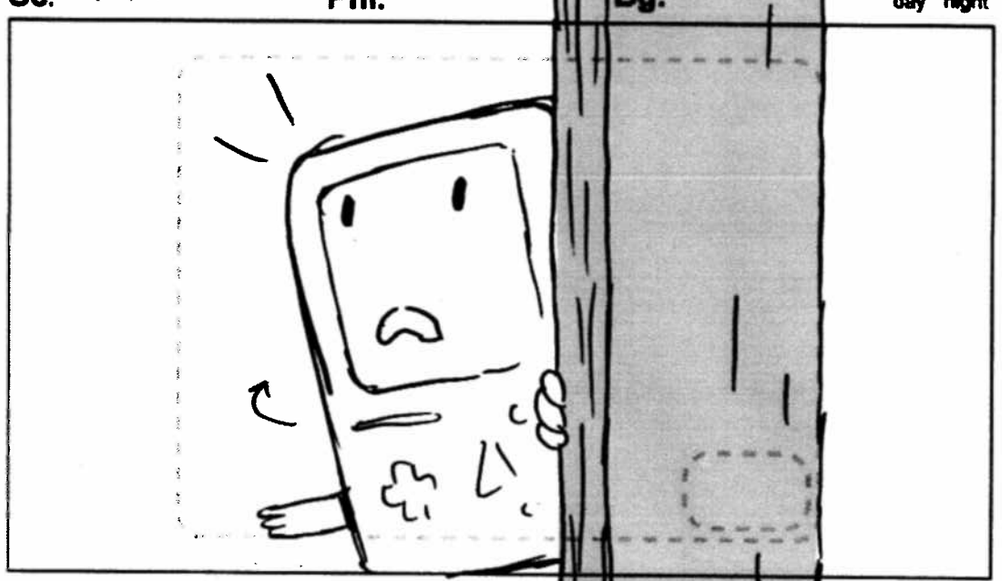
Sc. 144 Pnl. A Bg. day night



Sc. 144 Pnl. B Bg. day night



Dialog:

BMO: Ronnie...

COP: Evenin' BMO.

BMO: *GASP!*

Action:

Timing:

EPISODE # 100895

Production :

64

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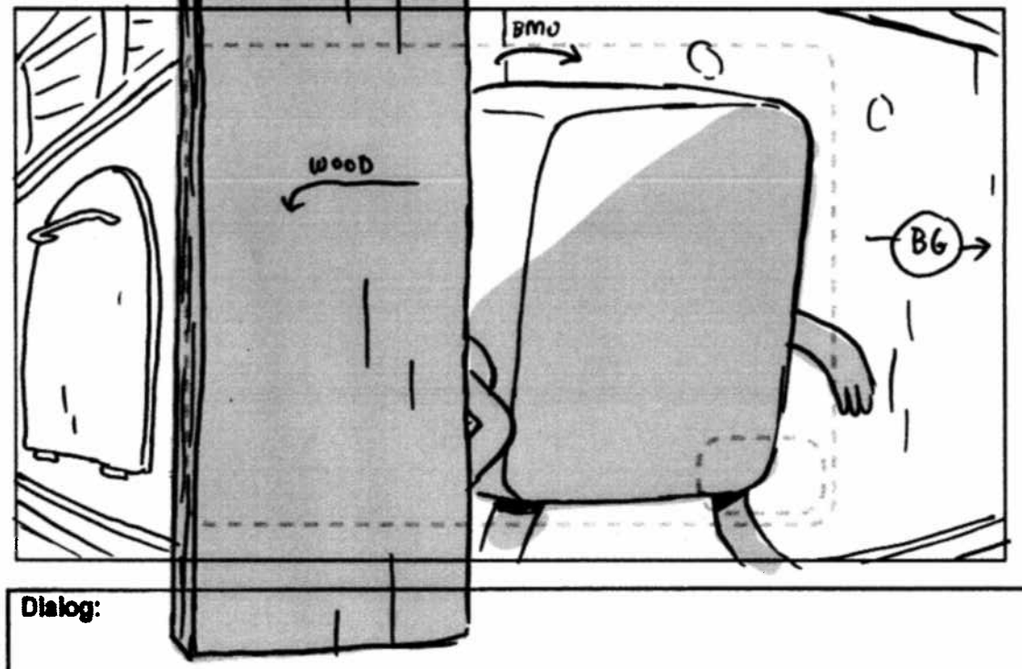
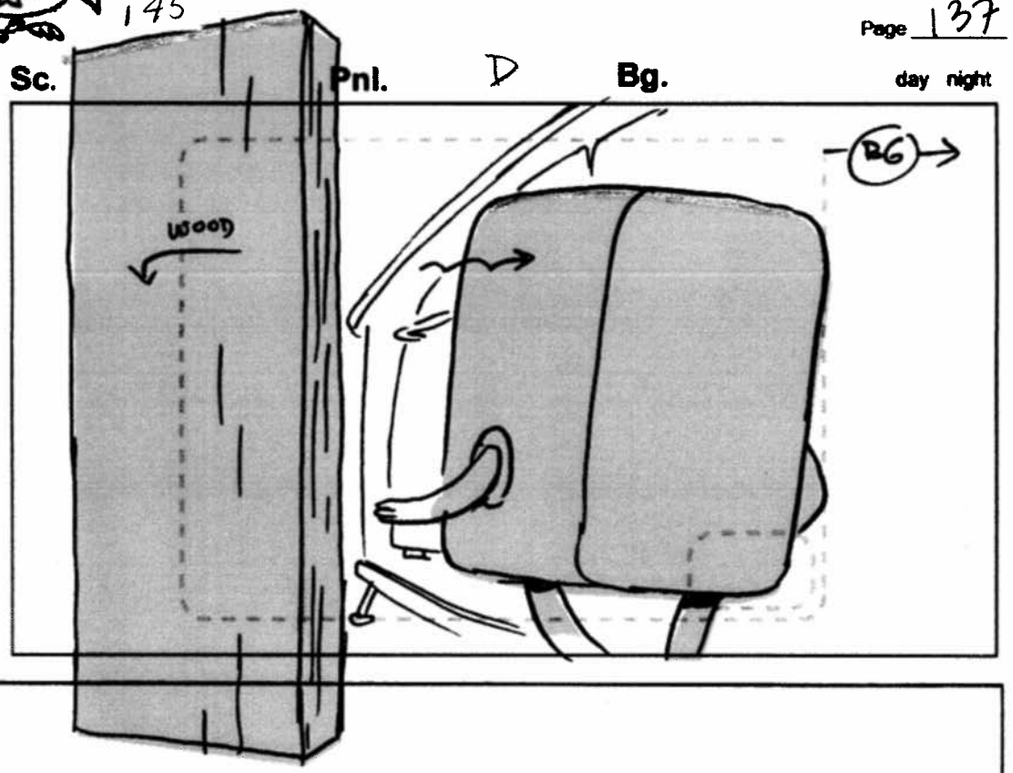
ADVENTURE TIME

Sc. 145 Pnl. C Bg. day night



Sc. 145 Pnl. D Bg. day night



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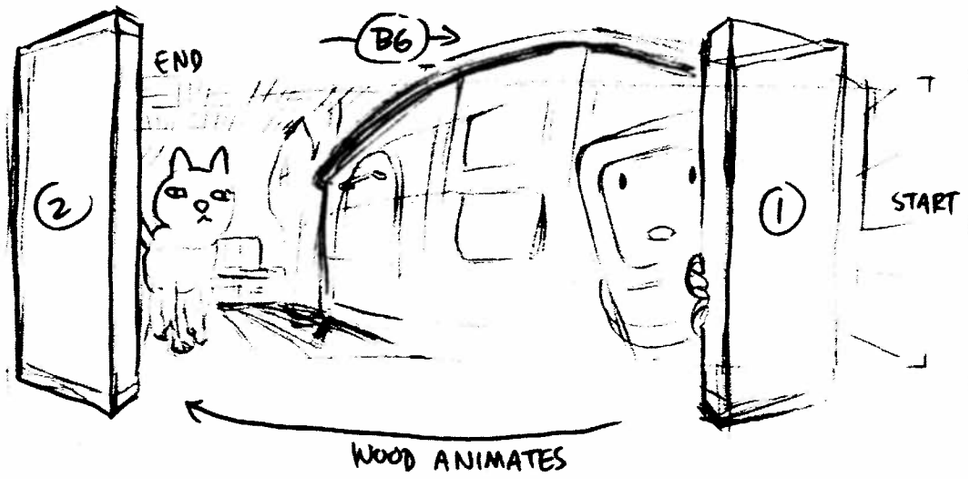
EPISODE # 100895

Production :

Dialog:

Action:

Timing:



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ADVENTURE TIME

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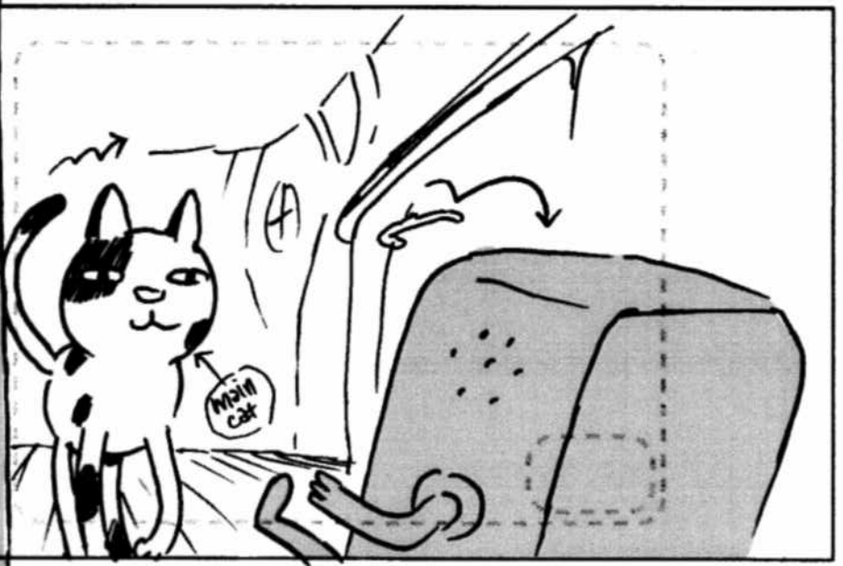
Sc. 145 Pnl. E Bg. day night



Sc. 145 Pnl. F Bg. day night

Dialog:

COP: Don't worry pal, you're off the hook.

Action: BMO trips and falls on his butt.

Timing:

Production :

EPISODE # 100895

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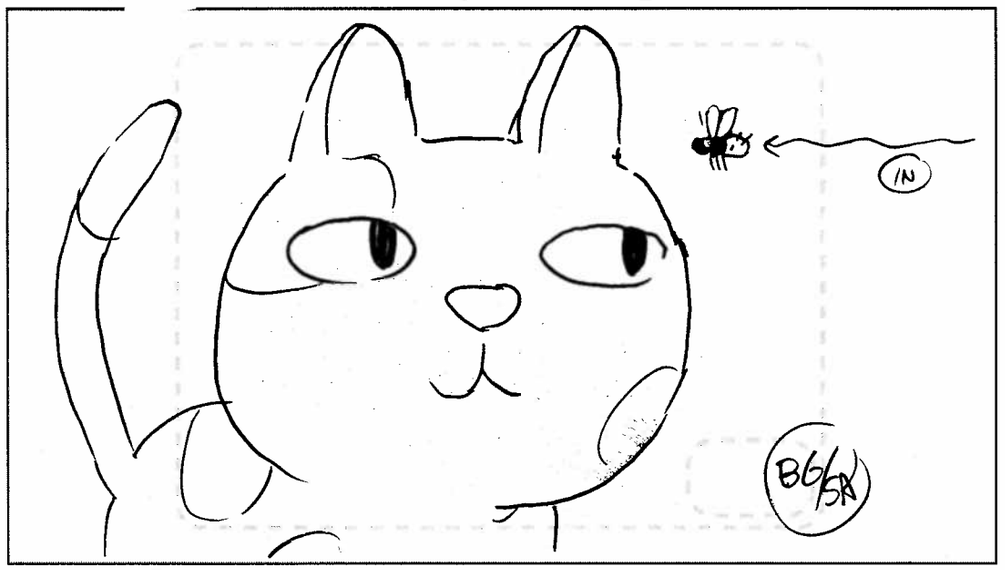
ADVENTURE TIME

Sc. 146 Pnl. A Bg. day night

Sc. 146 Pnl. B Bg. day night



Dialog:

(COP:) We know it was Ronnie who killed Bébé AND snatched the treasure –

Action:

Timing:

EPISODE # 100895

Production :

67

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ADVENTURE TIME

Sc. 147 Pnl. C Bg. day night

Sc. 147 Pnl. D Bg. day night

Dialog:

CAT: * meow * (overlaps COP dialogue)

COP: We found this confession on him, after the shootout.

Action:

CAT meows after fly is offscreen.

Timing:

EPISODE # 100895

Production :

68

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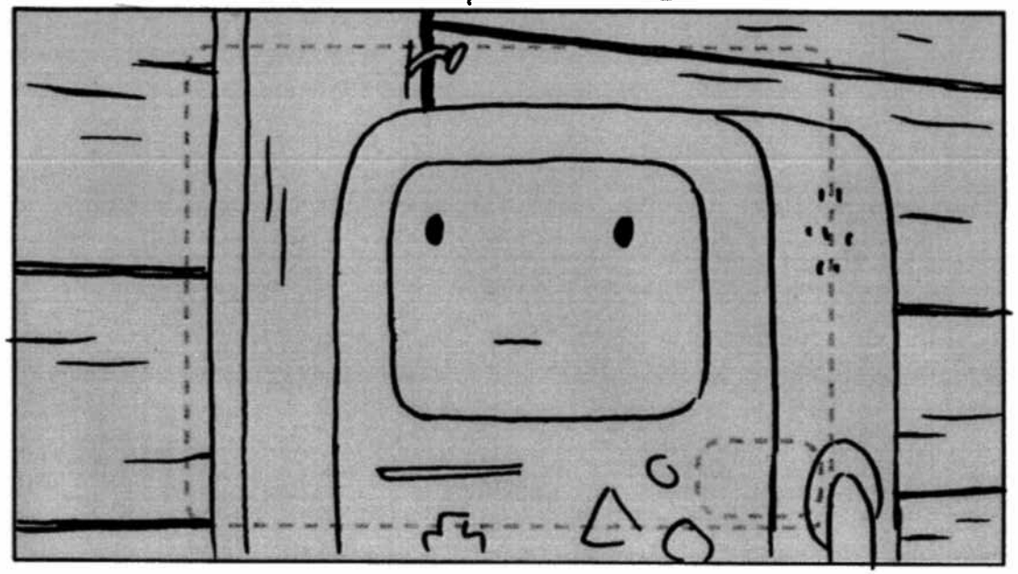
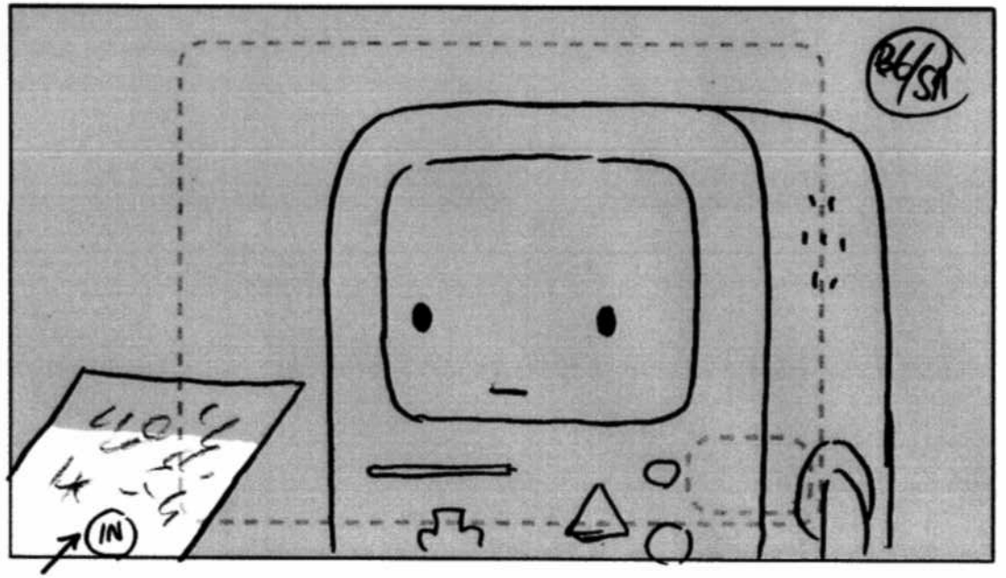
ADVENTURE TIME

Sc. 148 Pnl. A Bg. day night



Sc. 148 Pnl. B Bg. day night



Dialog:

SFX: * SLIDE WHISTLE *

Action:

Timing:

EPISODE # 100895

Production :

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ADVENTURE TIME

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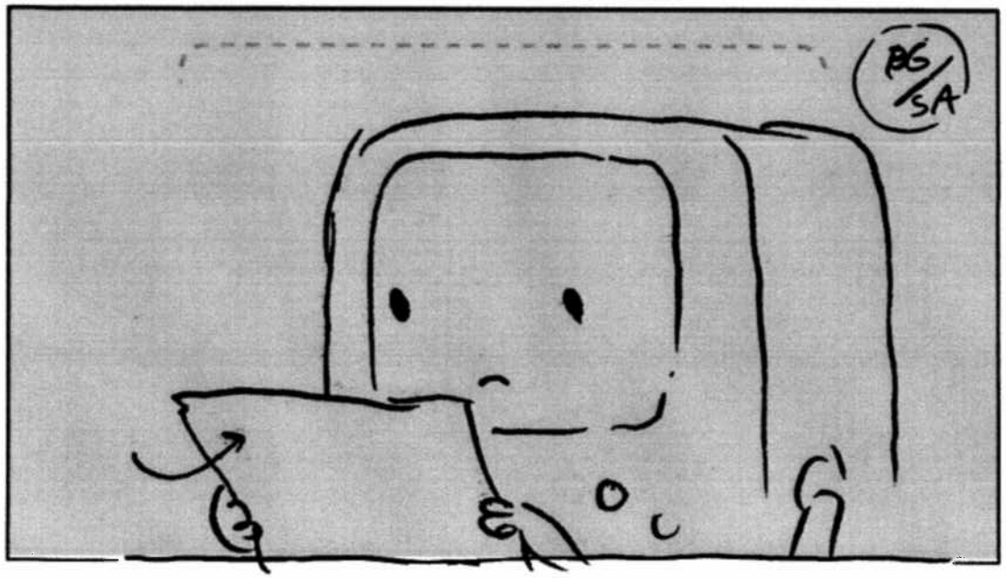
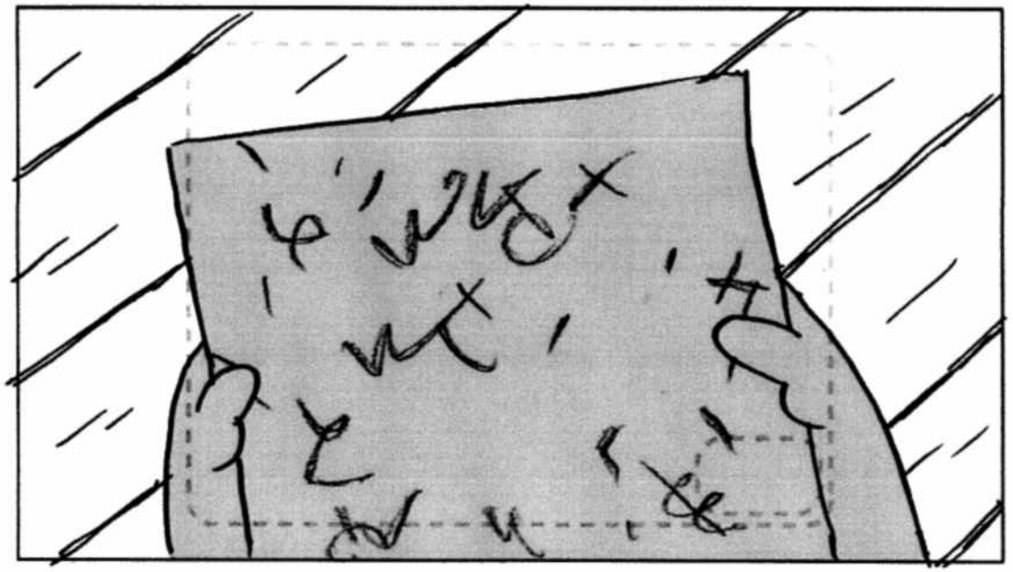
Sc. 148 Pnl. C Bg. day night



Sc. 149 Pnl. A Bg. day night



Dialog:

BMO: hmm...

Action:

(should be thick gray writing - note is written in lipstick)

Timing:

EPISODE # 100895

Production :

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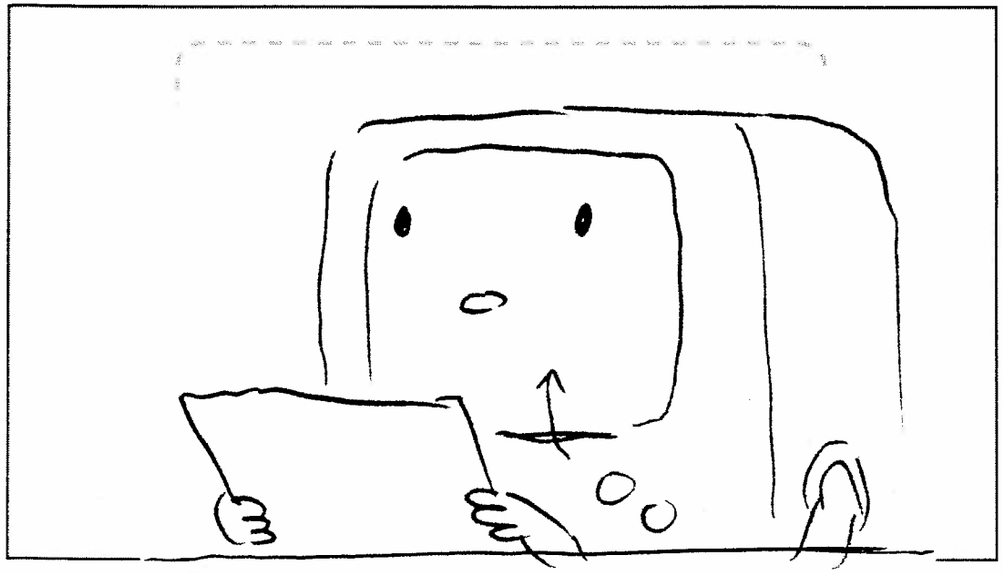
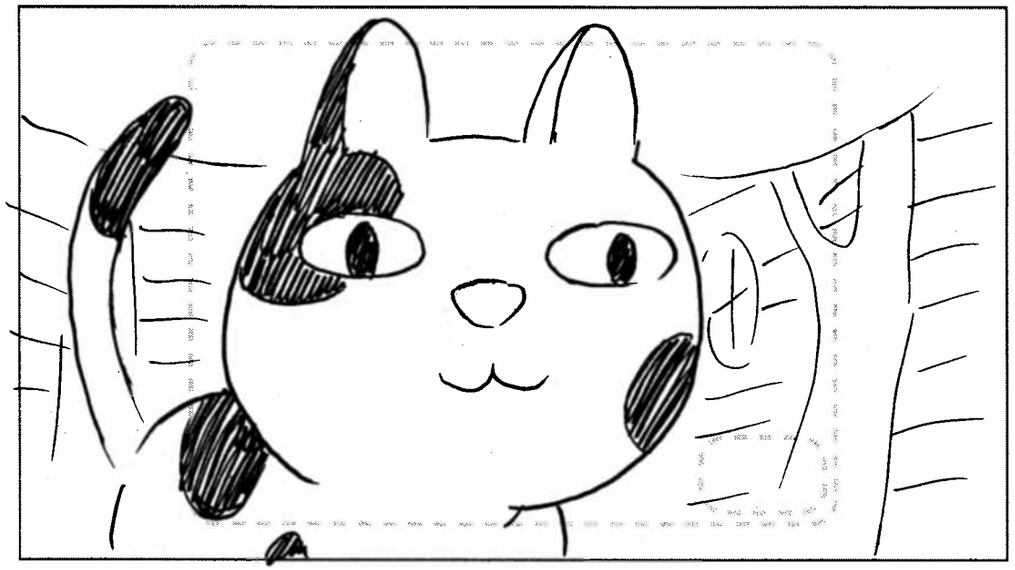
ADVENTURE TIME

Page 143

Sc. 150 Pnl. A Bg. day night



Sc. 151 Pnl. A Bg. day night



Dialog:

(BMO:) What about the sock - did you find the sock?

(COP:) forget the sock BMO - the case is closed.

Action:

Timing:

EPISODE # 100895

Production :

71

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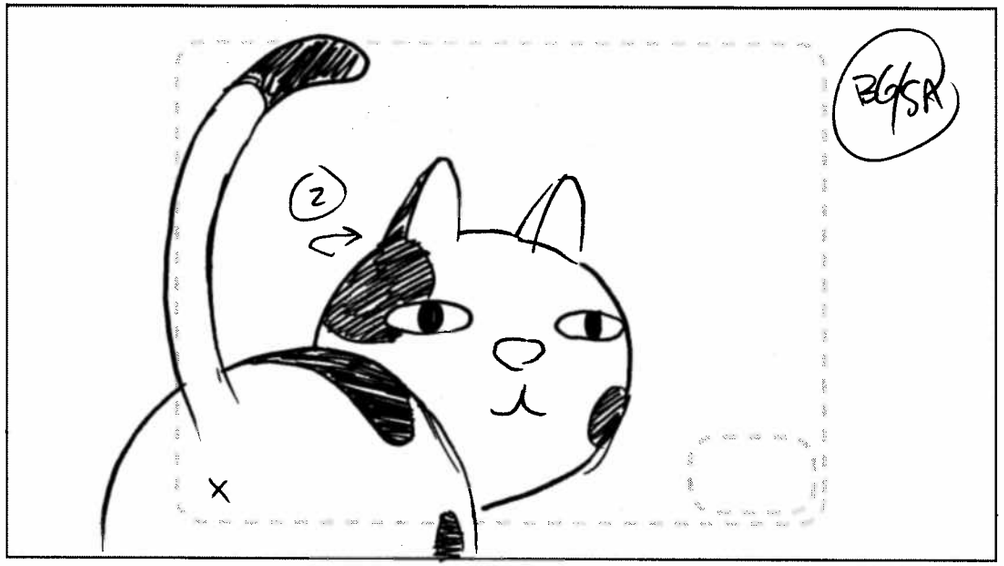
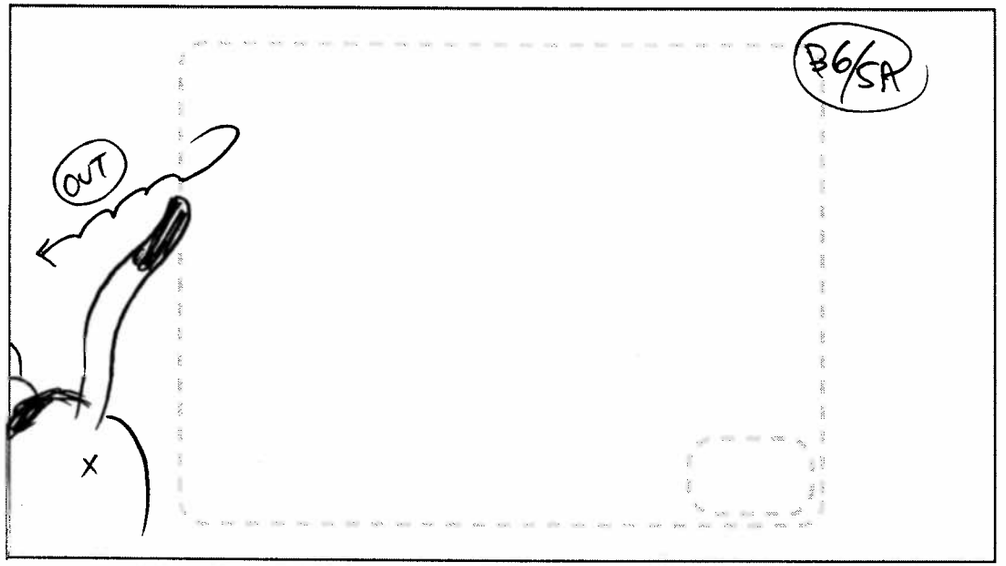
ADVENTURE TIME

Page 144

Sc. 151 Pnl. B Bg. day night



Sc. 152 Pnl. C Bg. day night



Dialog: (COP:) Let it go buddy.

(COP:) it's over

Action:

Timing:

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Production :

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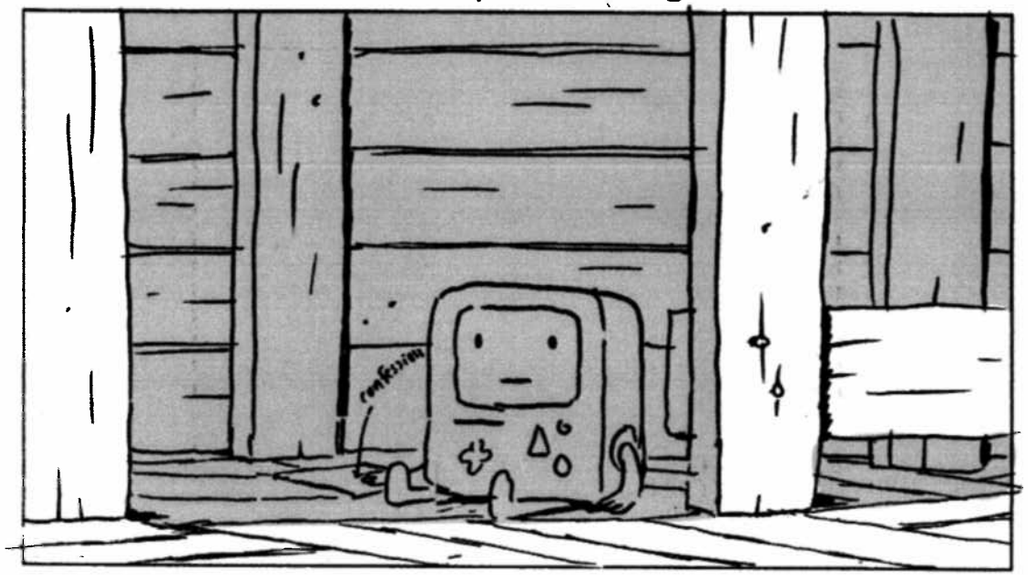
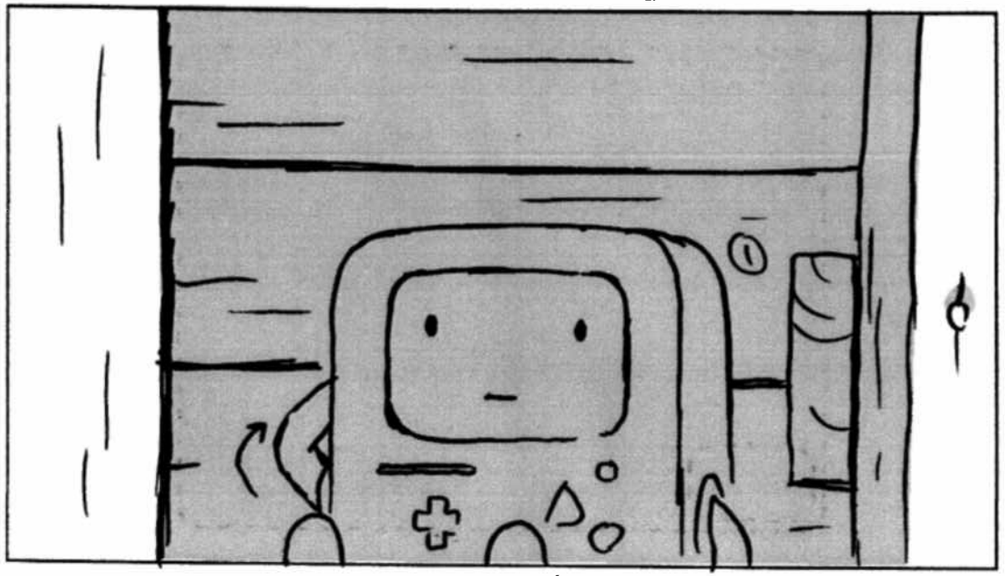
ADVENTURE TIME

Page 145

Sc. 153 Pnl. A Bg. day night



Sc. 154 Pnl. A Bg. day night



EPISODE # 100895

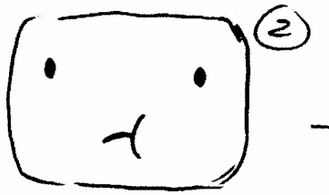
Production :

Dialog:

(BMO:) Maybe he was right-

(BMO:) What's one more lost sock in this world of rump anyway?

Action:



Timing:

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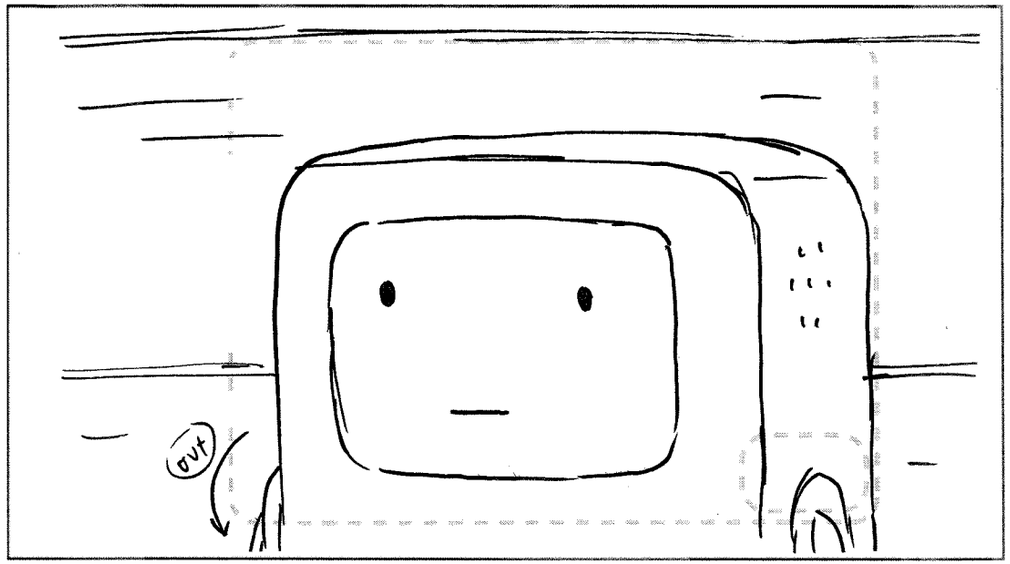
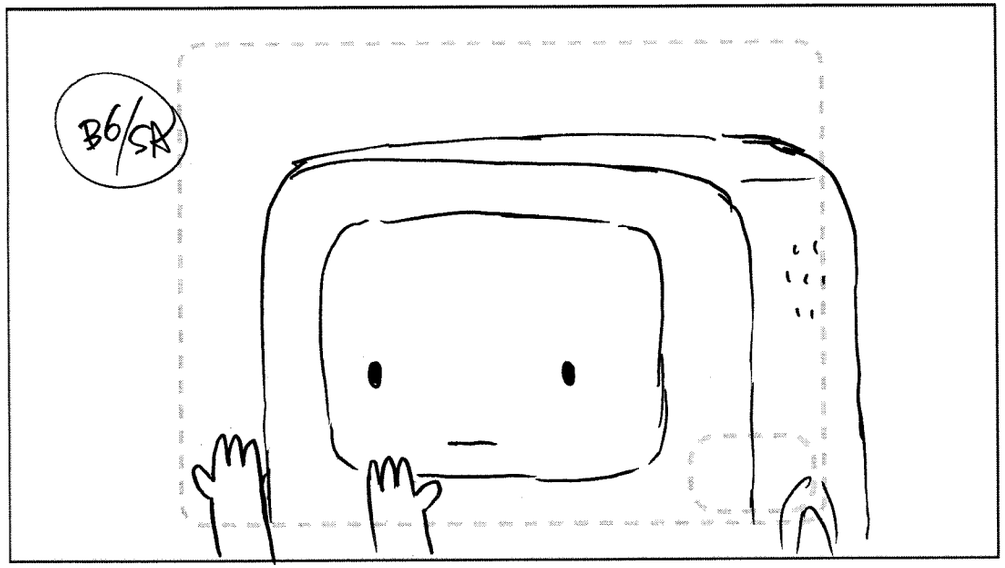
ADVENTURE TIME

Sc. 155 Pnl. A Bg. day night



Sc. 155 Pnl. B Bg. day night



Dialog:

(BMO:) But I just couldn't shake the feeling - that somehow this case had slipped right through my fingers...

Action:

Timing:

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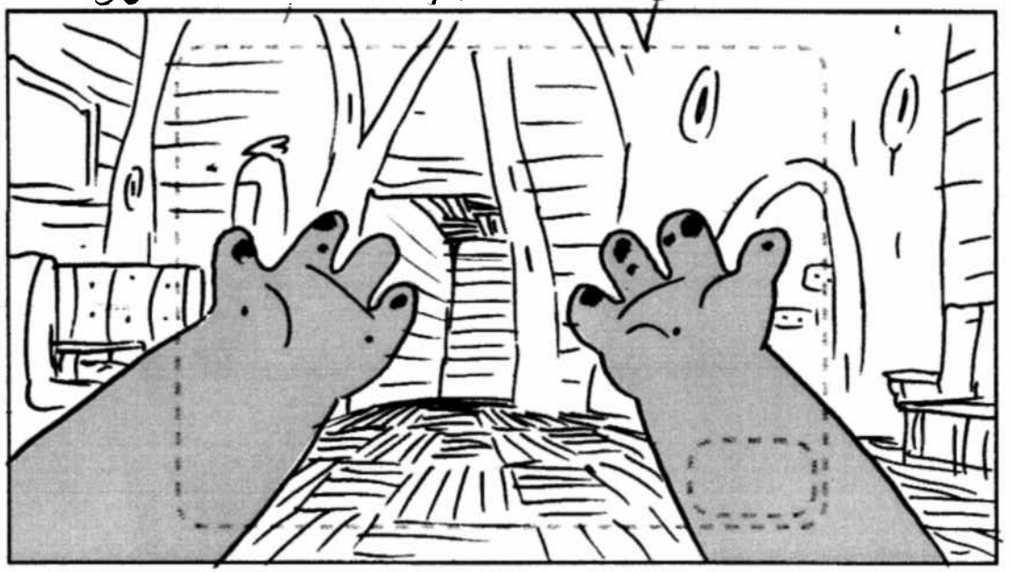
EPISODE # 100895

Production :

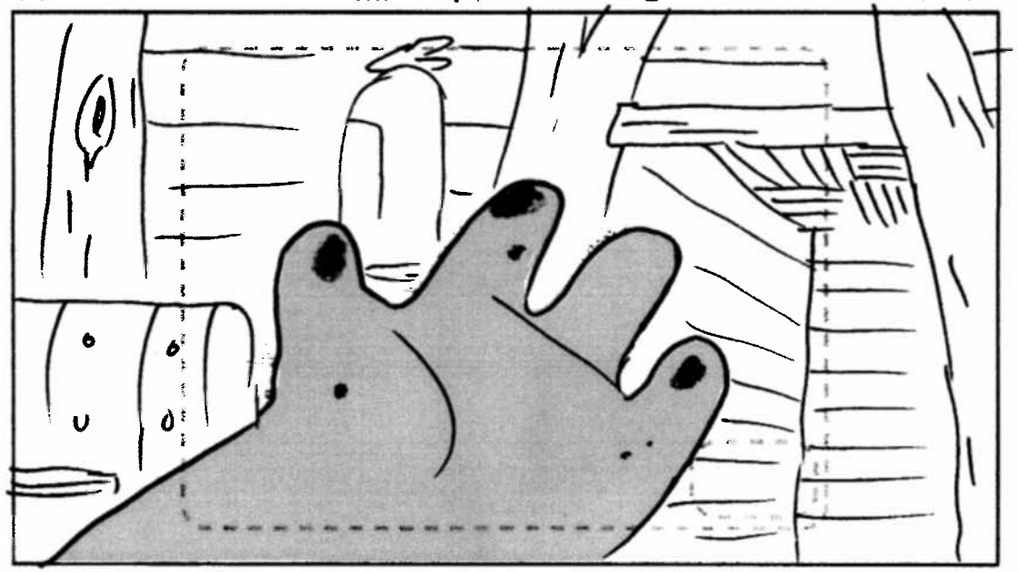
ADVENTURE TIME

Page 147

Sc. 156 Pnl. A Bg. day night



Sc. 157 Pnl. A Bg. day night



Dialog:

Action:

Timing:

EPISODE # 100895

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Production :

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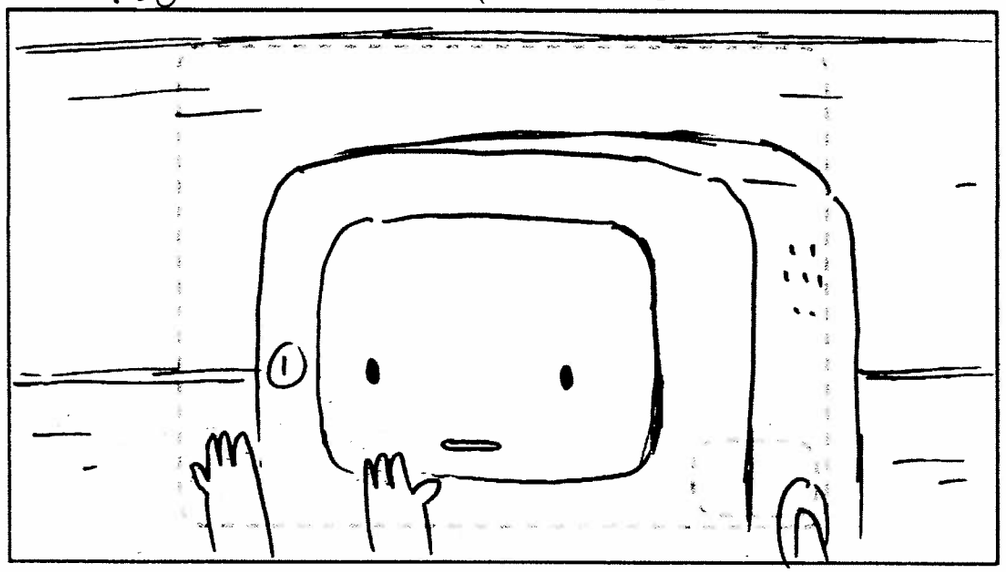
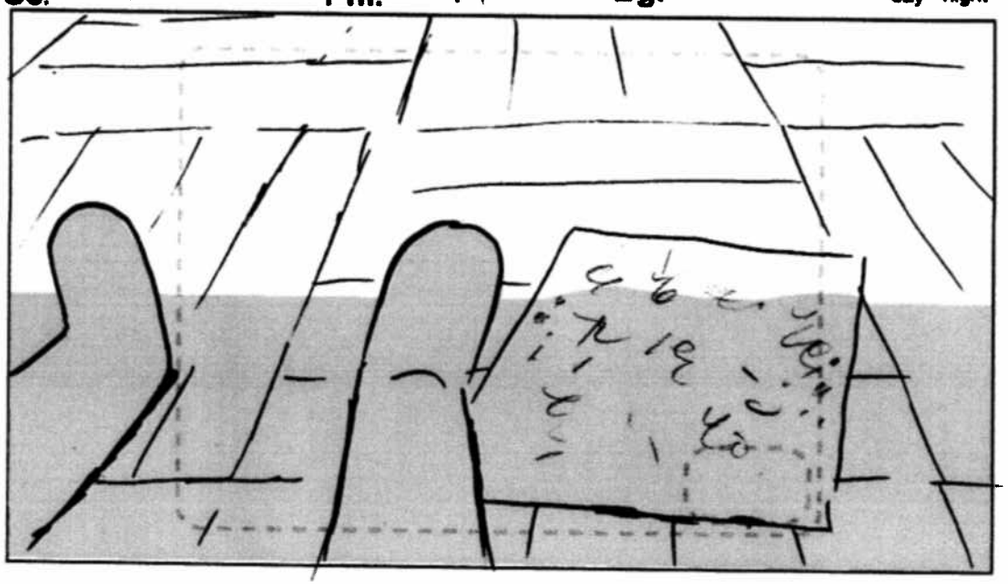
ADVENTURE TIME

Sc. 158 Pnl. A Bg. day night



Sc. 159 Pnl. A Bg. day night



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Dialog:

BMO: 1 Lipstick? 2

Action:

Timing:

Production :

76

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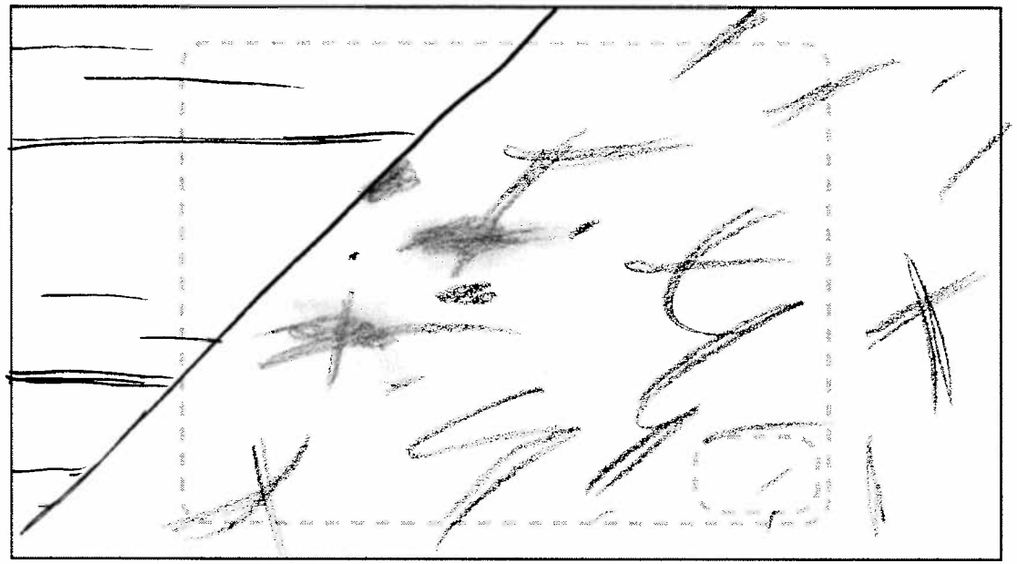
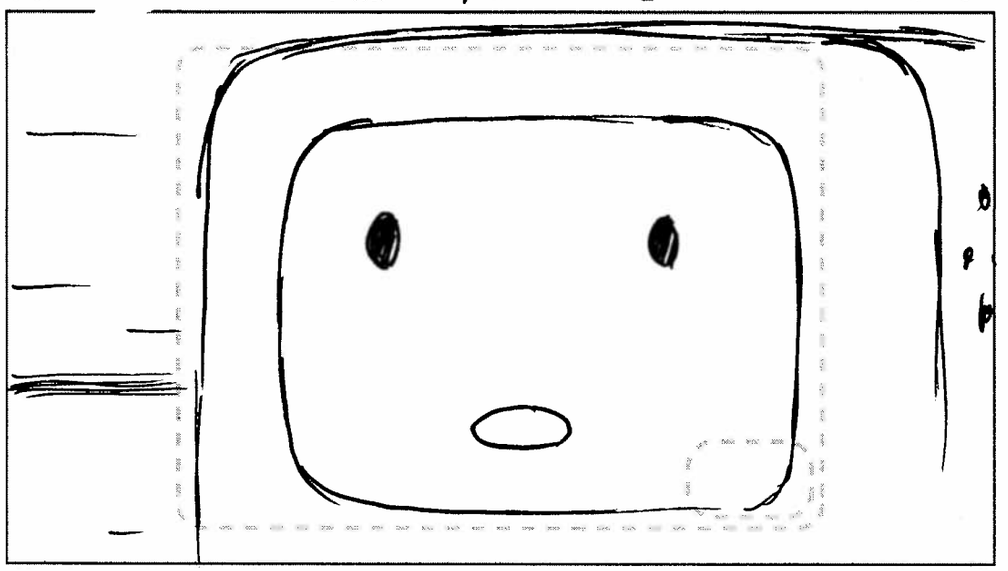
ADVENTURE TIME

Sc. 160 Pnl. A Bg. day night



Sc. 161 Pnl. A Bg. day night



Dialog:

(BMO:) Lorraine!

Action:

Timing:

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Production :

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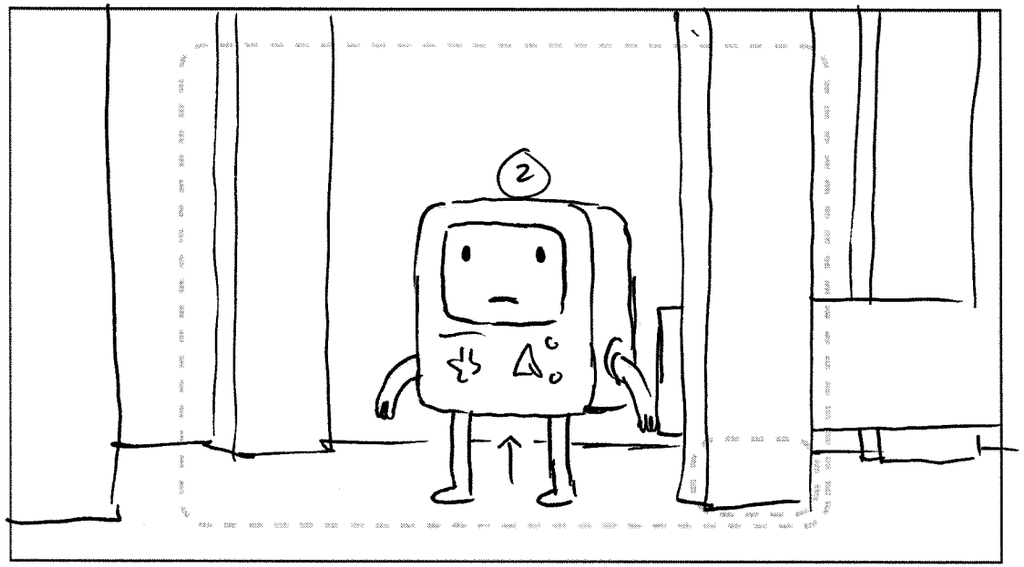
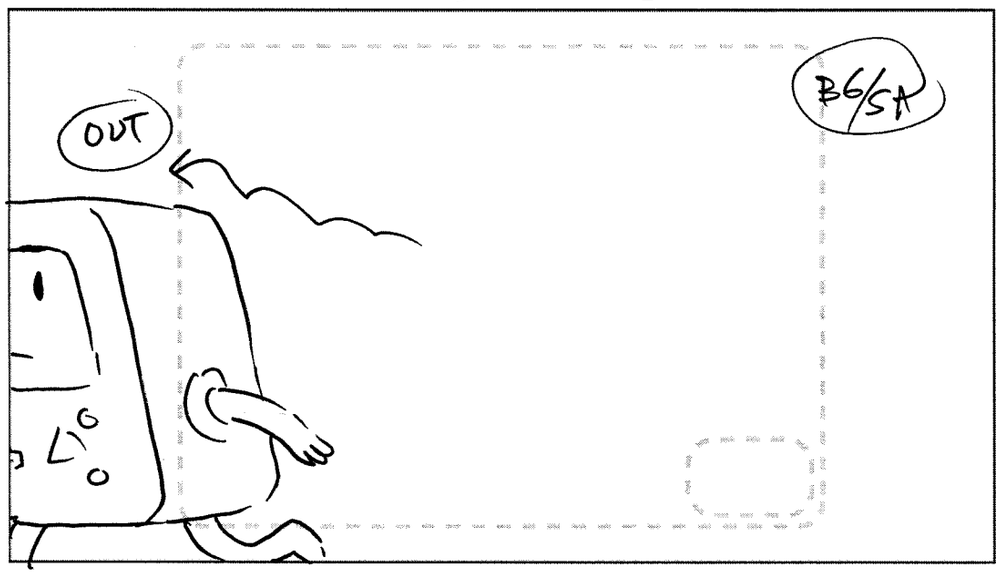
ADVENTURE TIME

Page 150

Sc. 162 Pnl. A Bg. day night

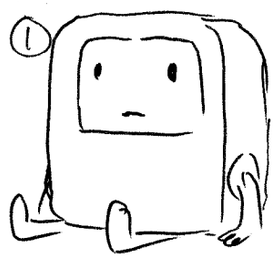


Sc. 162 Pnl. B Bg. day night



Dialog:

Action:



Timing:

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Production :

78

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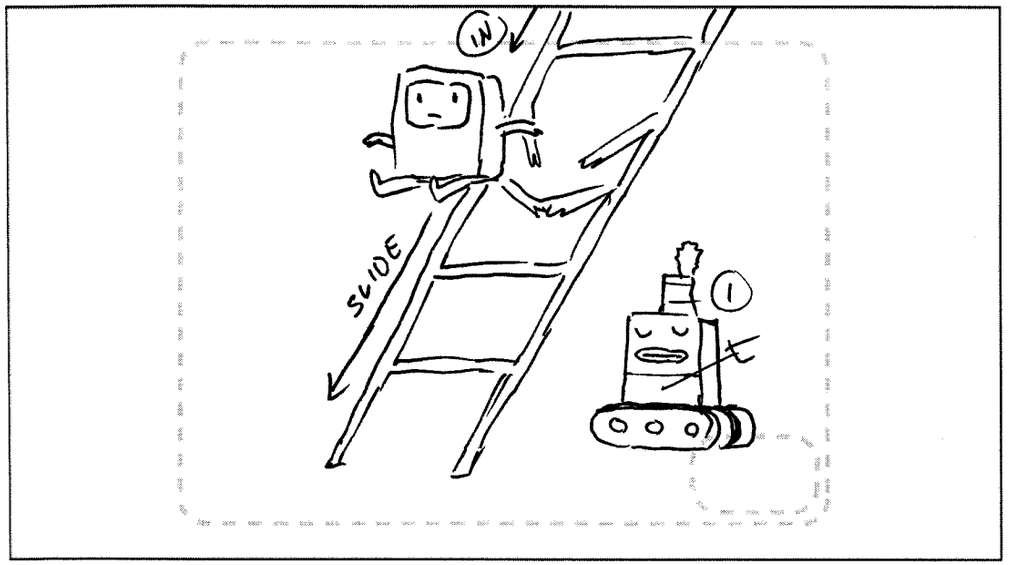
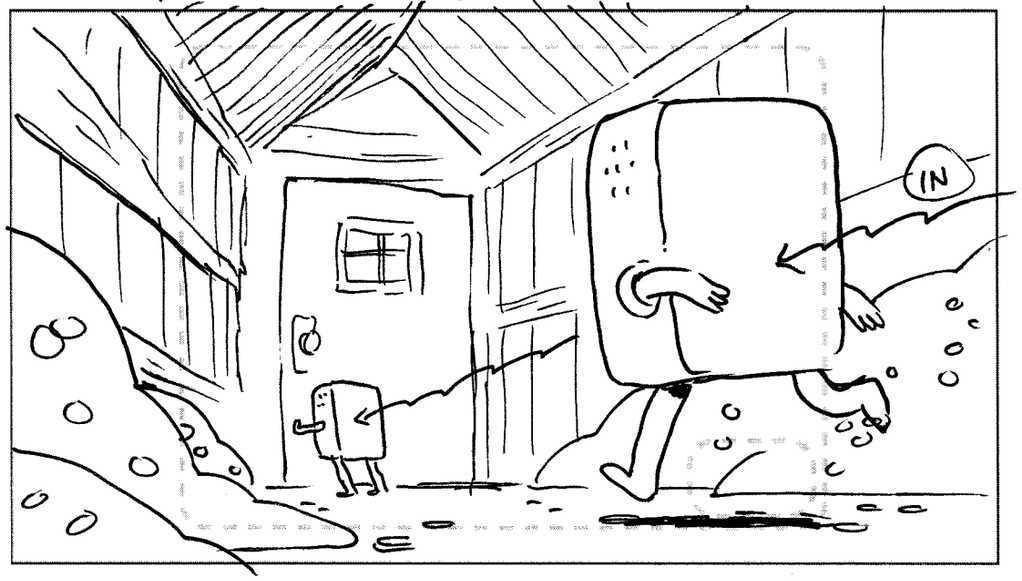
ADVENTURE TIME

Sc. 163 Pnl. A Bg. day night

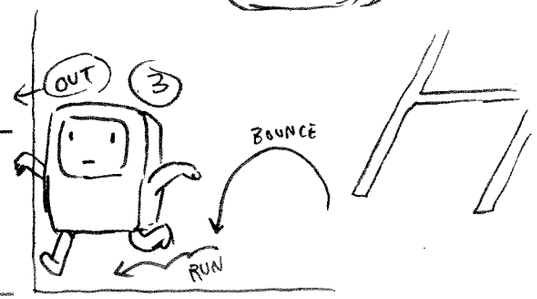


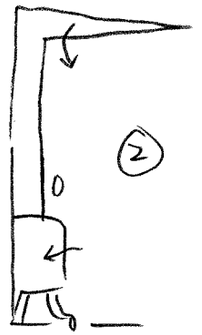
Sc. 164 Pnl. A Bg. day night



Dialog: SFX: (2) BONK

Action:





Timing:

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Production :

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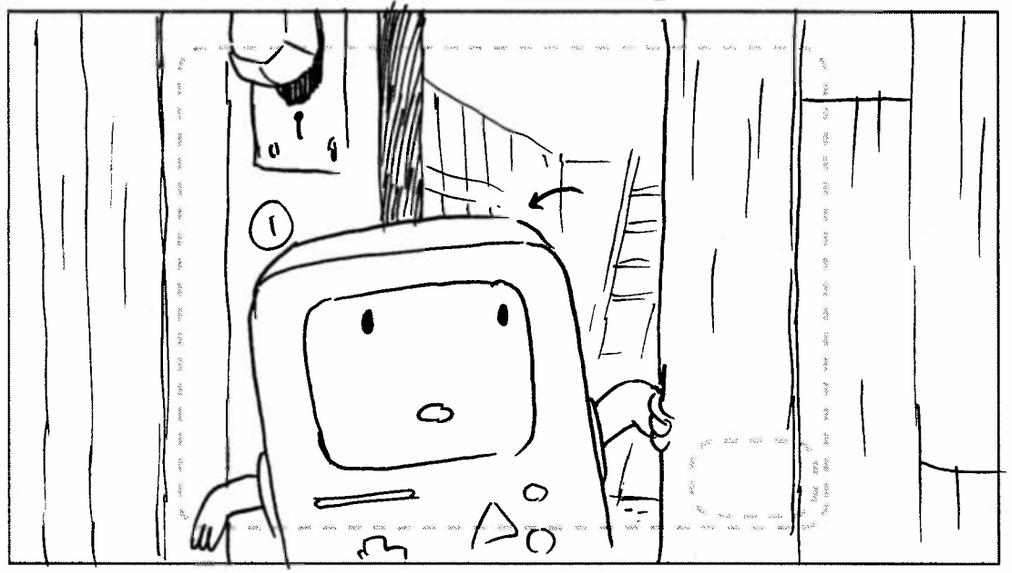
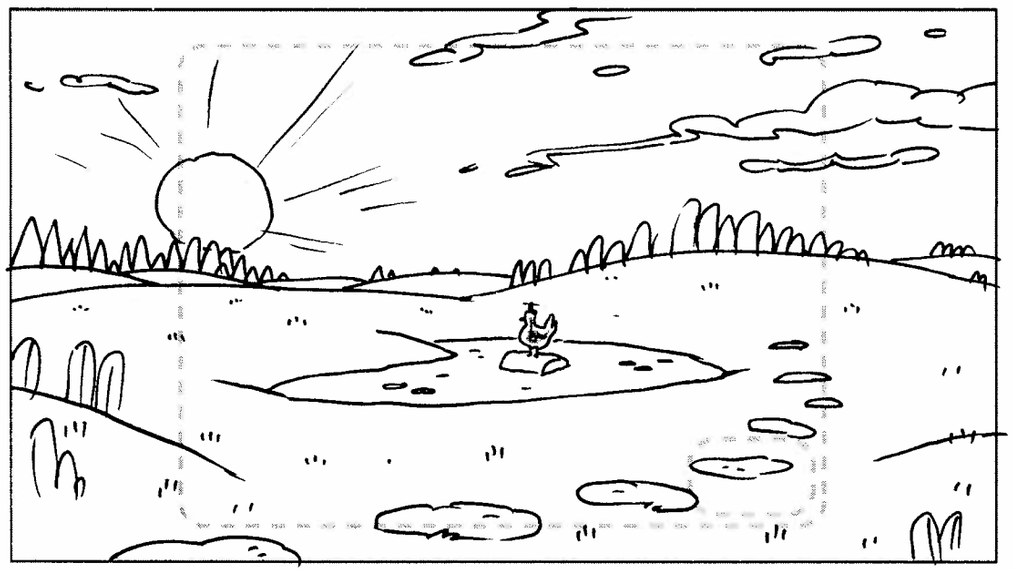
Sc. 165 Pnl. A Bg. day night



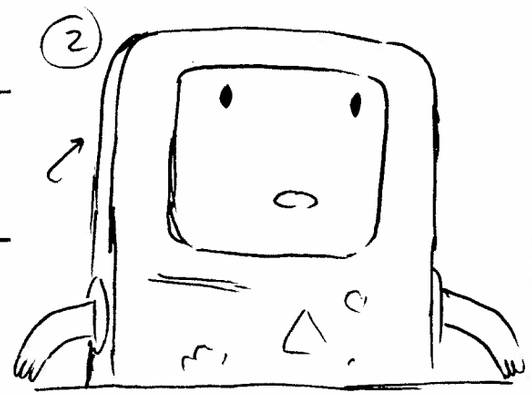
Sc. 166 Pnl. A Bg. day night



Dialog:

Action:

Timing:



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Production :

36

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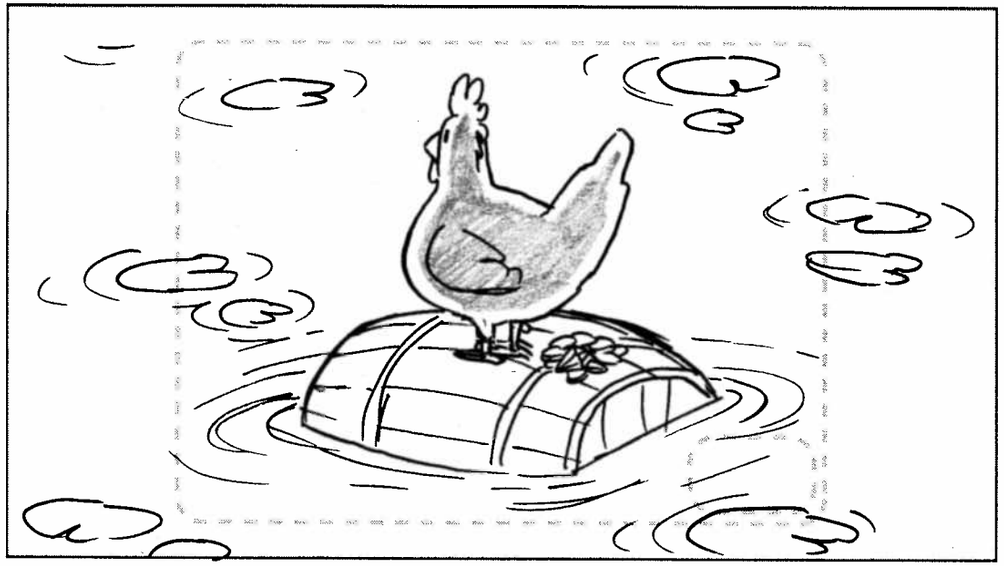
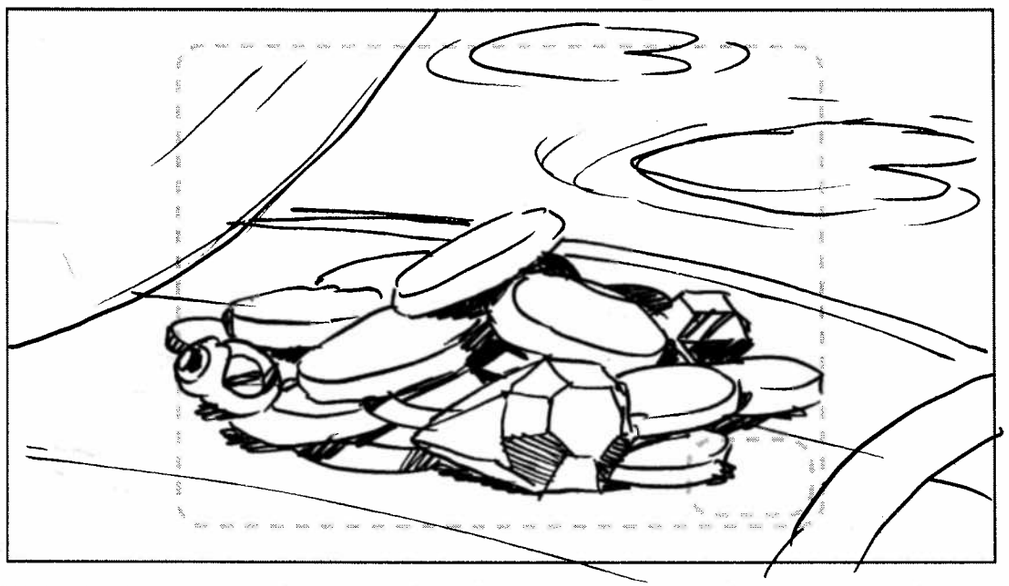
ADVENTURE TIME

Sc. 167 Pnl. A Bg. day night



Sc. 168 Pnl. A Bg. day night



Dialog:

Action:

Timing:

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Production :

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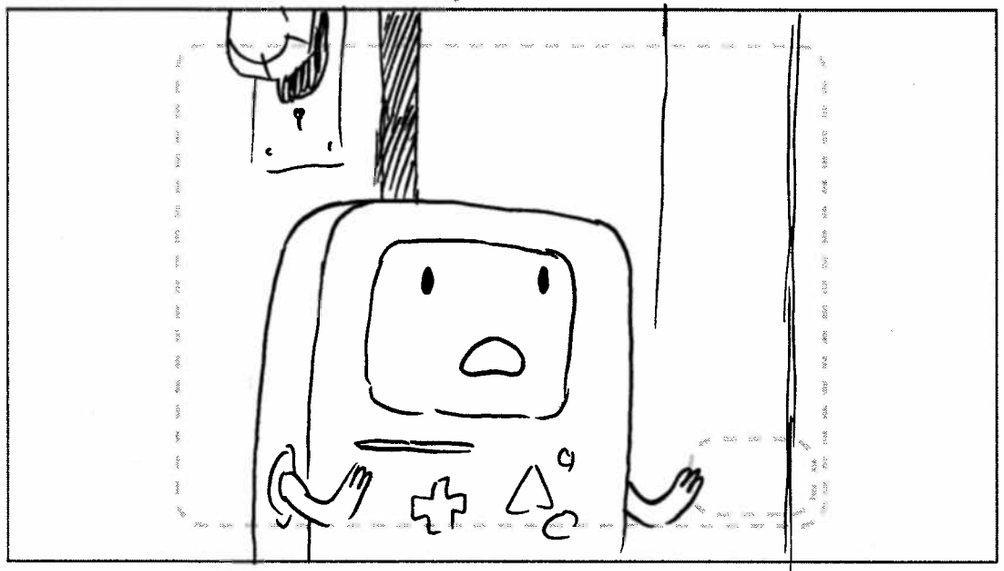
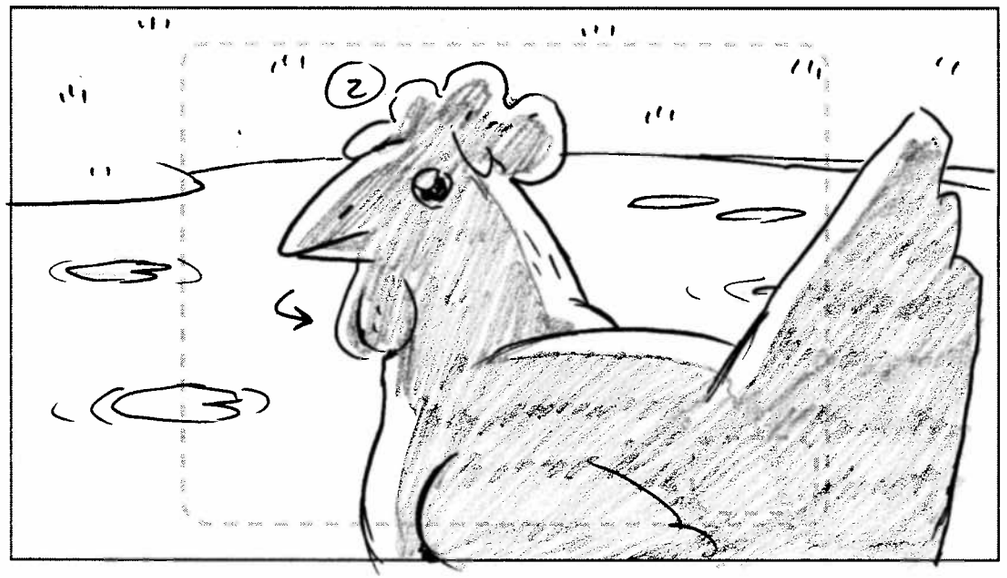
ADVENTURE TIME

Sc. 169 Pnl. A Bg. day night



Sc. 170 Pnl. A Bg. day night



Dialog:

BMO: Lorraine!

L: BMO?

Action:

Timing:

EPISODE # 100895

Production :

SZ

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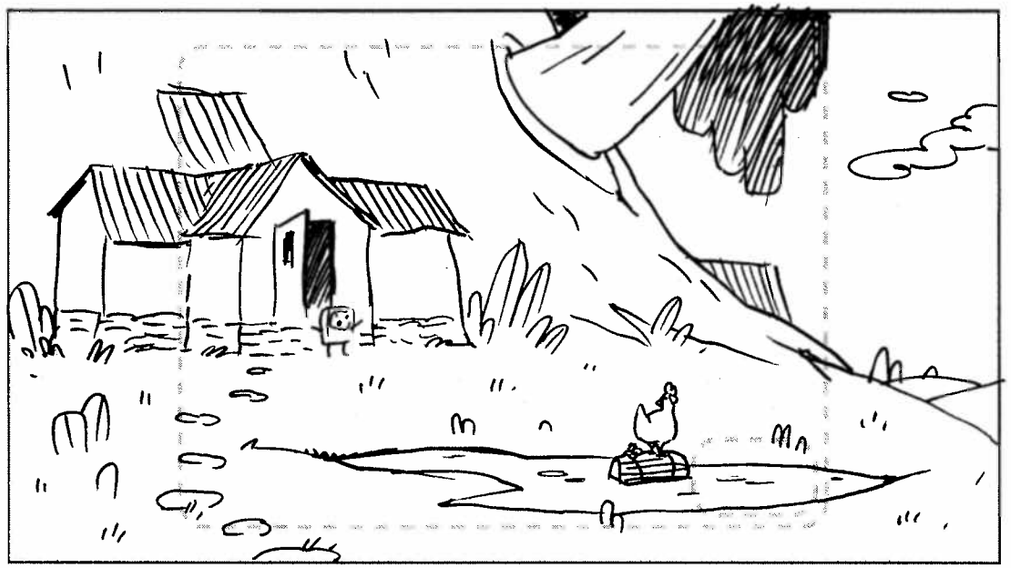
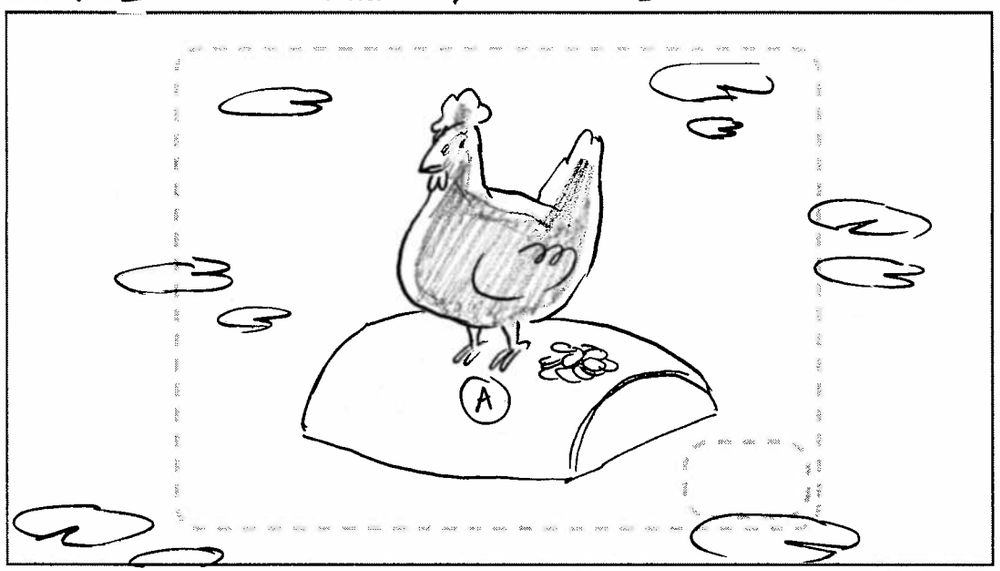
ADVENTURE TIME

Page 155

Sc. 171 Pnl. A Bg. day night



Sc. 172 Pnl. A Bg. day night



Dialog:

BMO GET BACK HERE WITH THAT TREASURE LORRAINE!

LORRAINE Sorry BMO- I earned this loot.

Action:

Scratches barrel A B A B A B A

Pecks barrel C

Timing:

EPISODE # 100895

Production :

83

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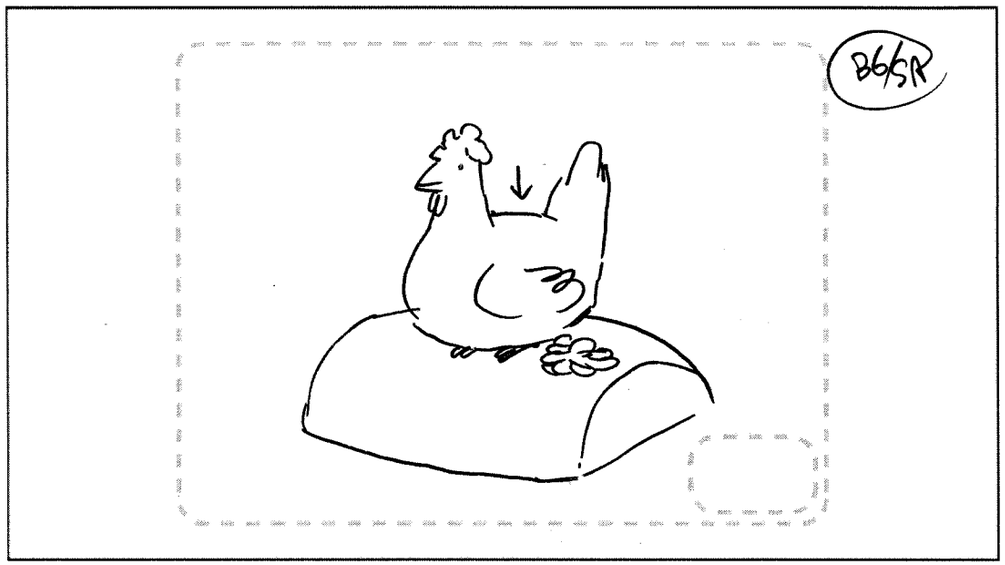
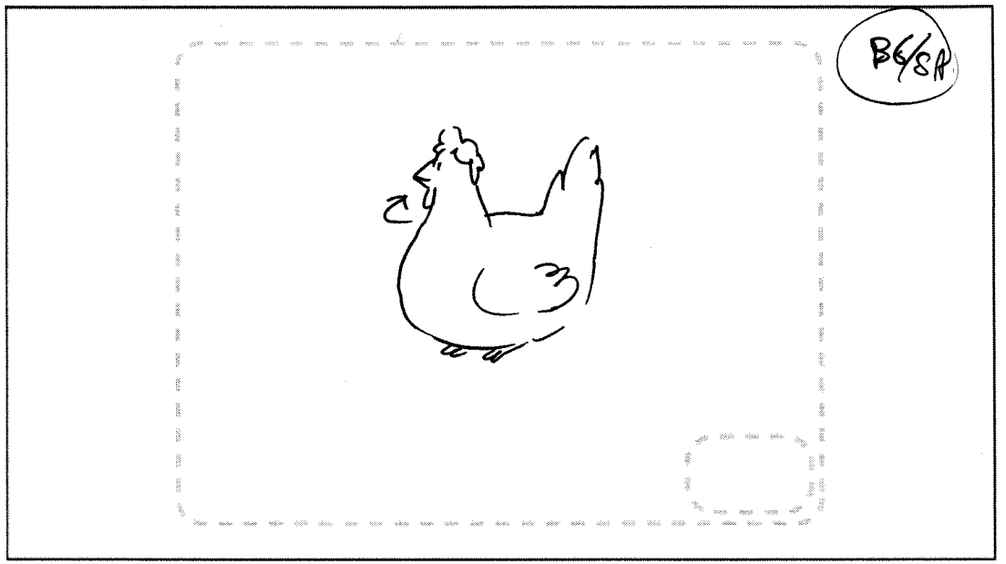
ADVENTURE TIME

Sc. 172 Pnl. B Bg. day night



Sc. 172 Pnl. C Bg. day night



Dialog:

(L:) Those chump marks weren't framing themselves all day long.

(L:) See ya around BMO.

Action:

Timing:

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Production :

84

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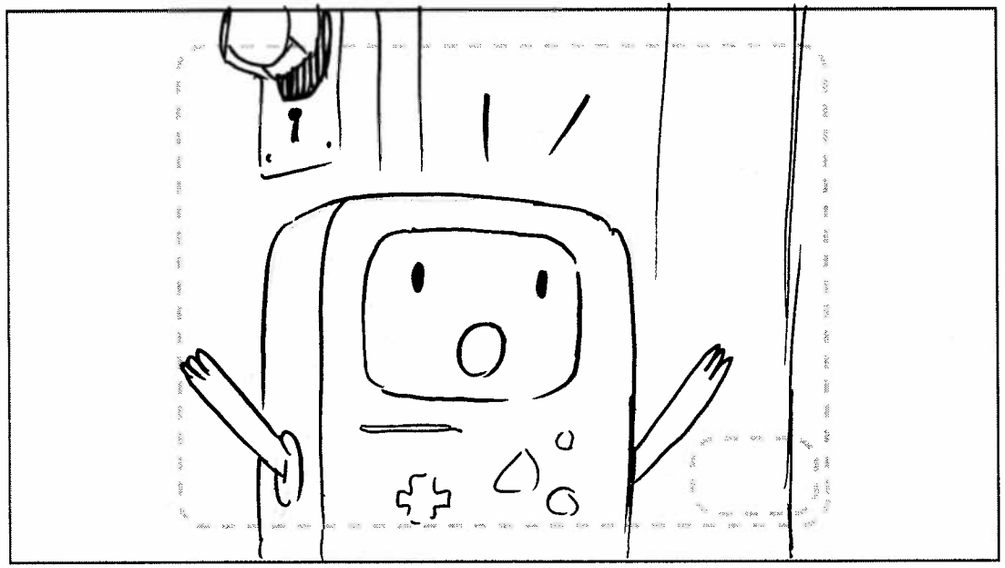
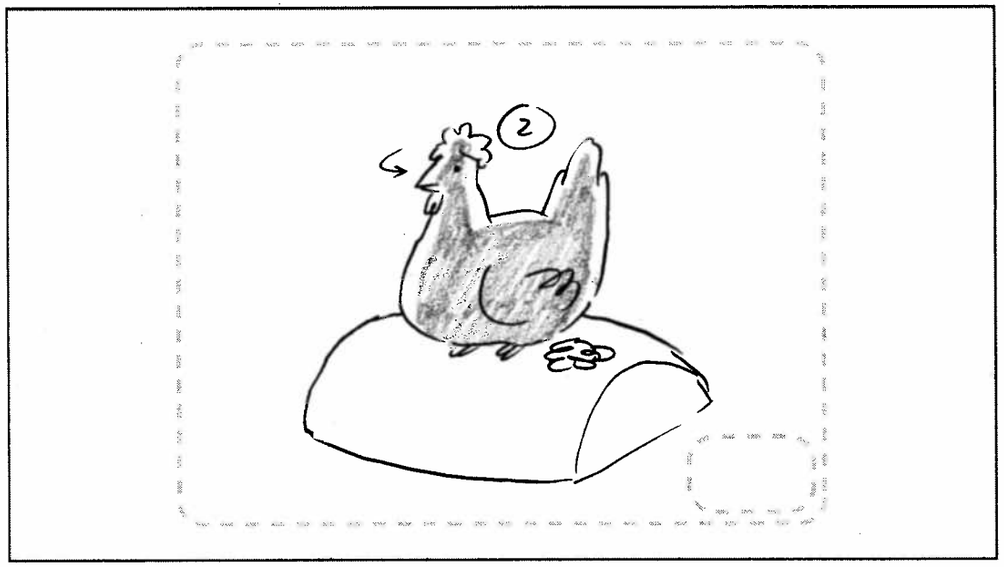
ADVENTURE TIME

Sc. 173 Pnl. A Bg. day night



Sc. 174 Pnl. A Bg. day night



Dialog:

(BMO:) LORRAINE WAIT!

Action:

Timing:

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Production :

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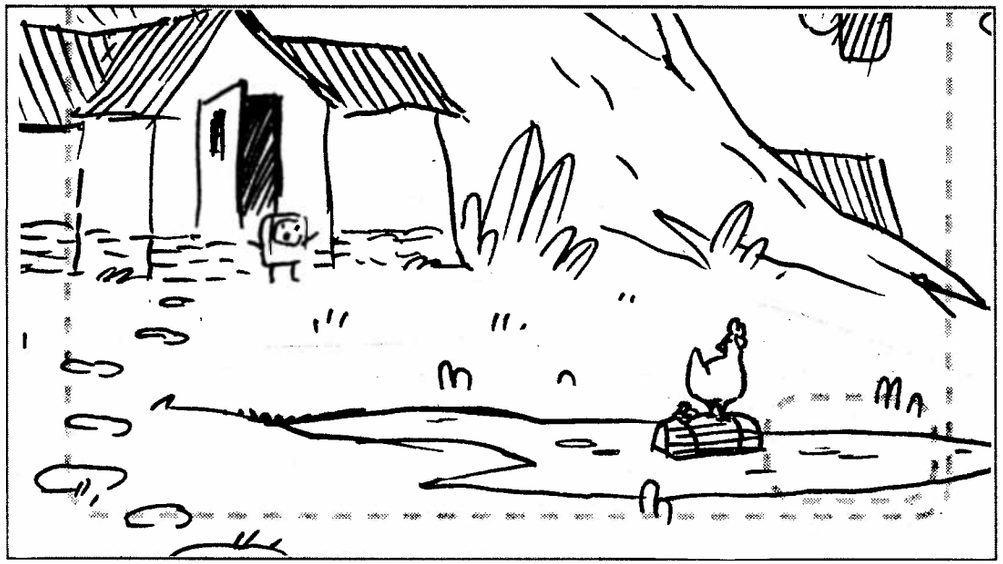
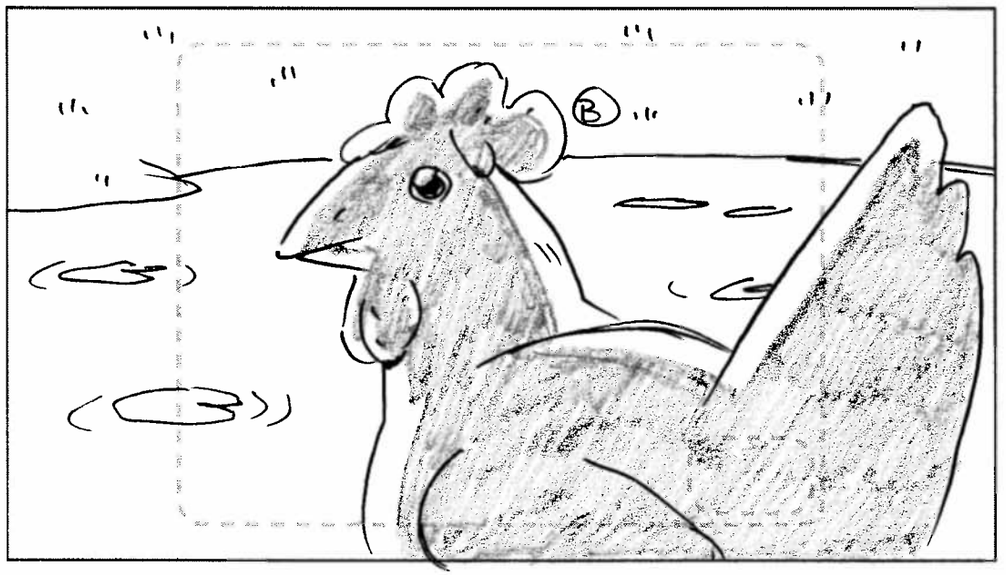
ADVENTURE TIME

Sc. 175 Pnl. A Bg. day night



Sc. 176 Pnl. A Bg. day night



EPISODE # 100895

Dialog:

(BMO): What about the sock Lorraine!?

(L): Oh- that old thing- I hid that where no one would ever find it -

Action:

HEAD: (B)(A)(B)(C)(B)

Timing:

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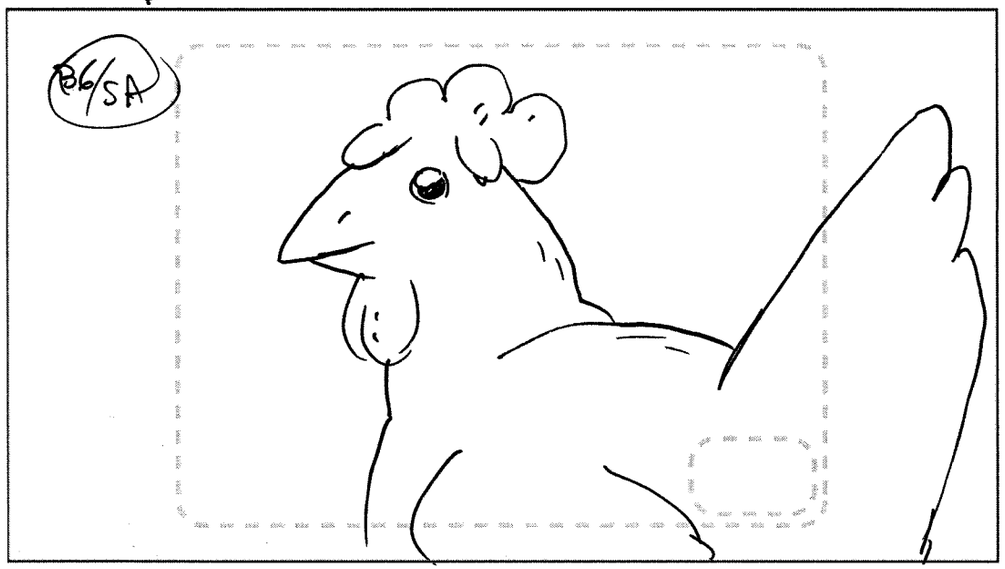
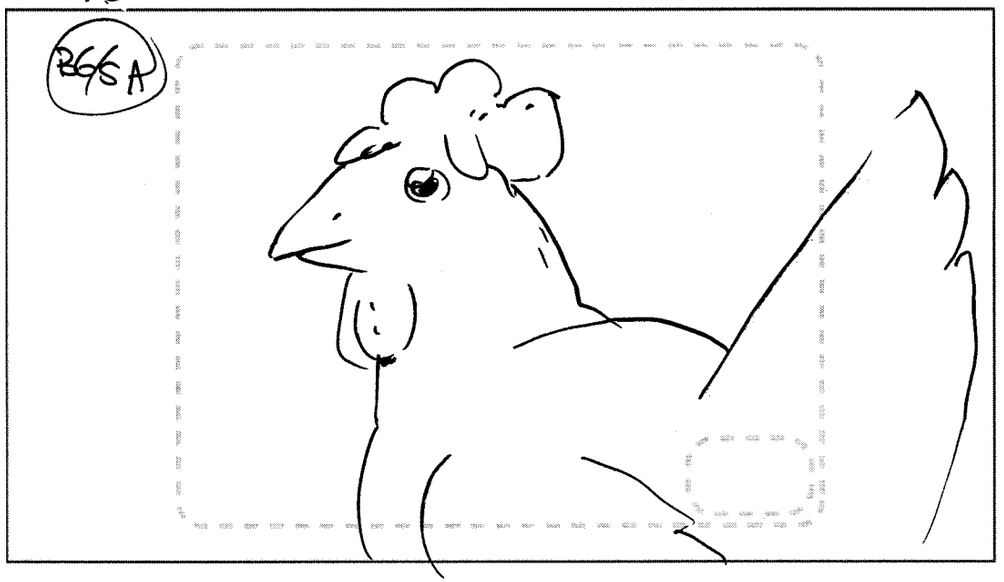
ADVENTURE TIME

Sc. 176 Pnl. B Bg. day night



Sc. 176 Pnl. C Bg. day night



Dialog:

(L:) In our secret nasty makeout spot.

(L:) Remember?

Action:

Timing:

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Production :

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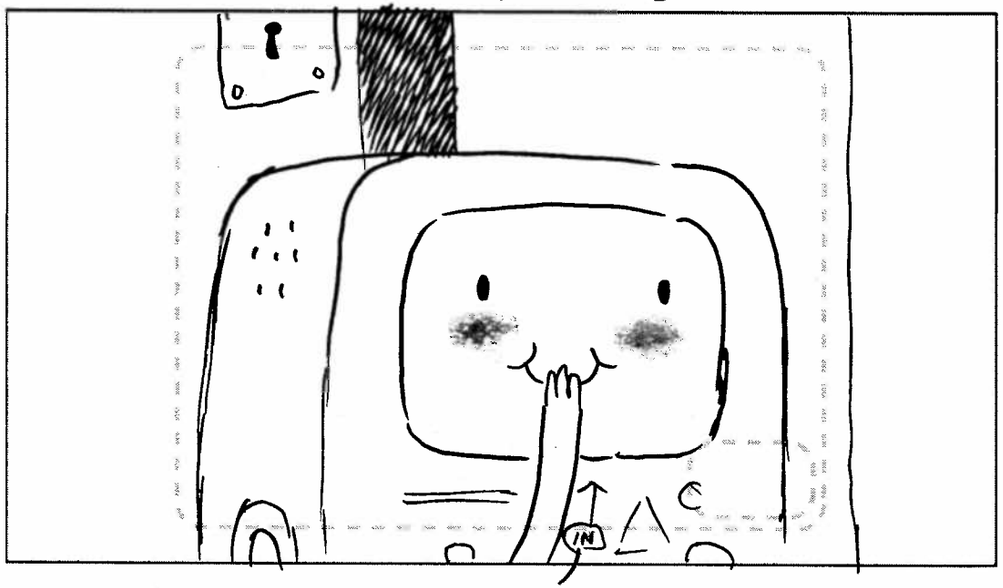
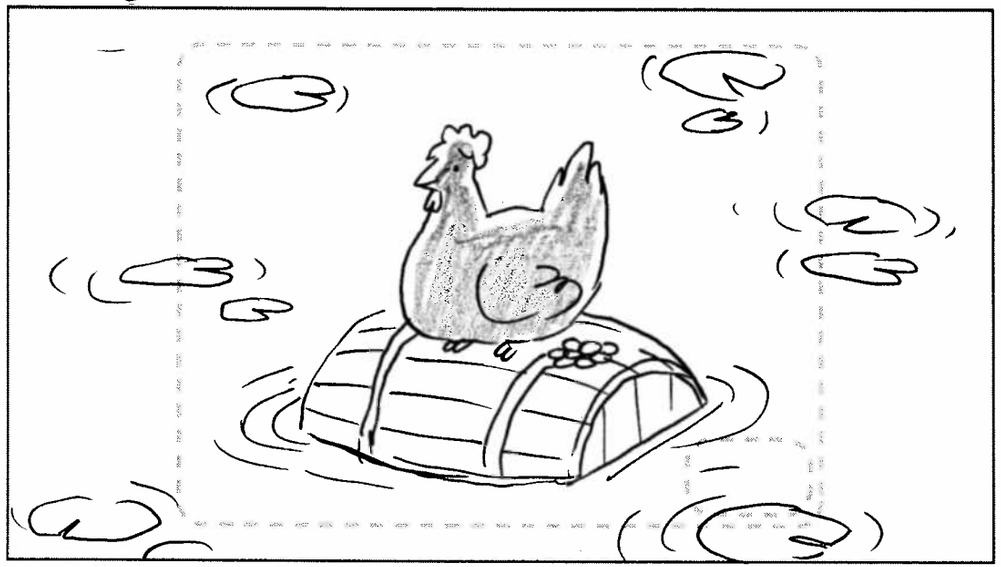
ADVENTURE TIME

Page 160

Sc. 177 Pnl. A Bg. day night



Sc. 178 Pnl. A Bg. day night



Dialog:

(BMO) * giggle giggle *

(L:) It was good to see you again BMO —

Action:

Timing:

EPISODE # 100895

Production :

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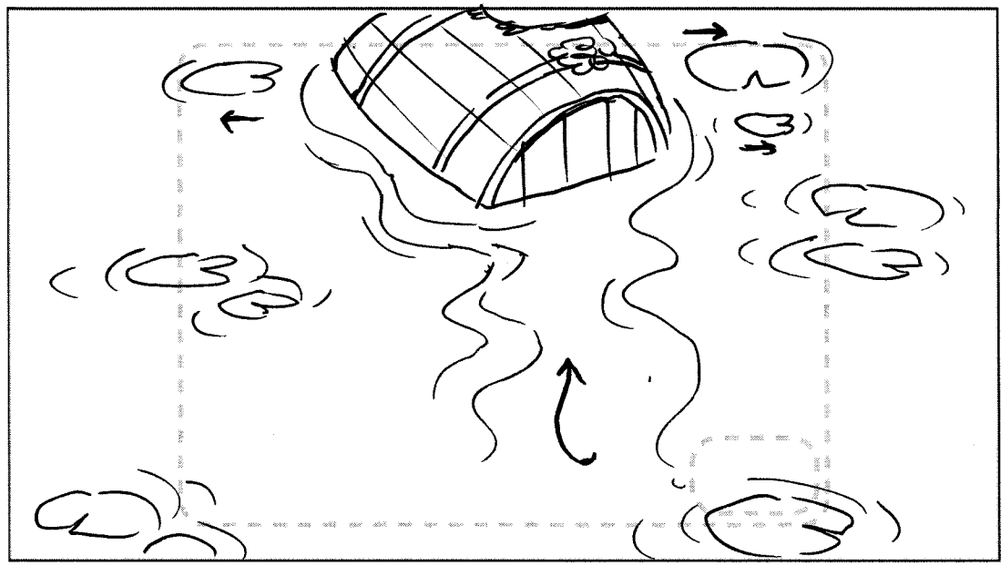
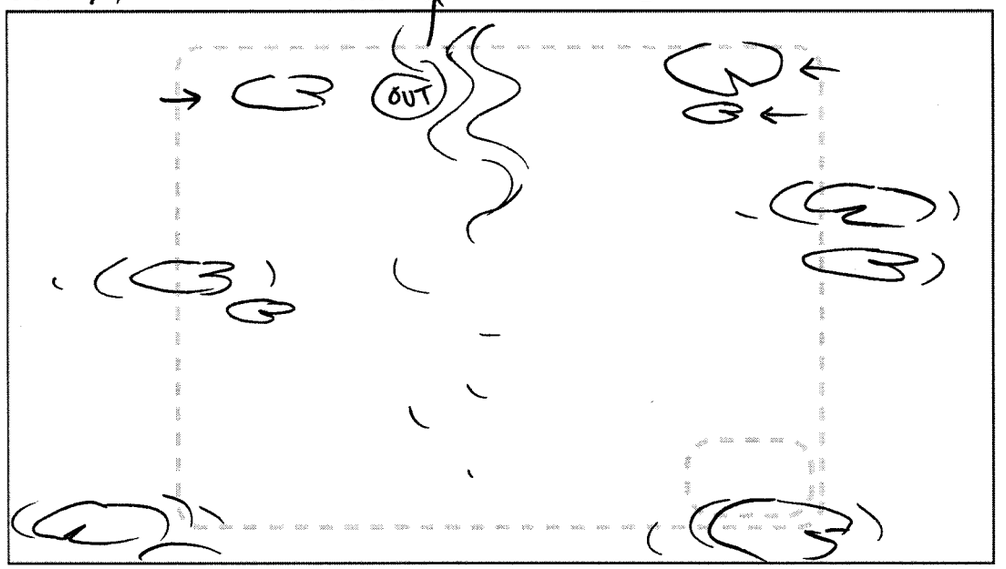
ADVENTURE TIME

Page 161

Sc. 178 Pnl. B Bg. day night



Sc. 179 Pnl. C Bg. day night



Dialog: (L:) 'Til next time.

Action:

Timing:

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Production :

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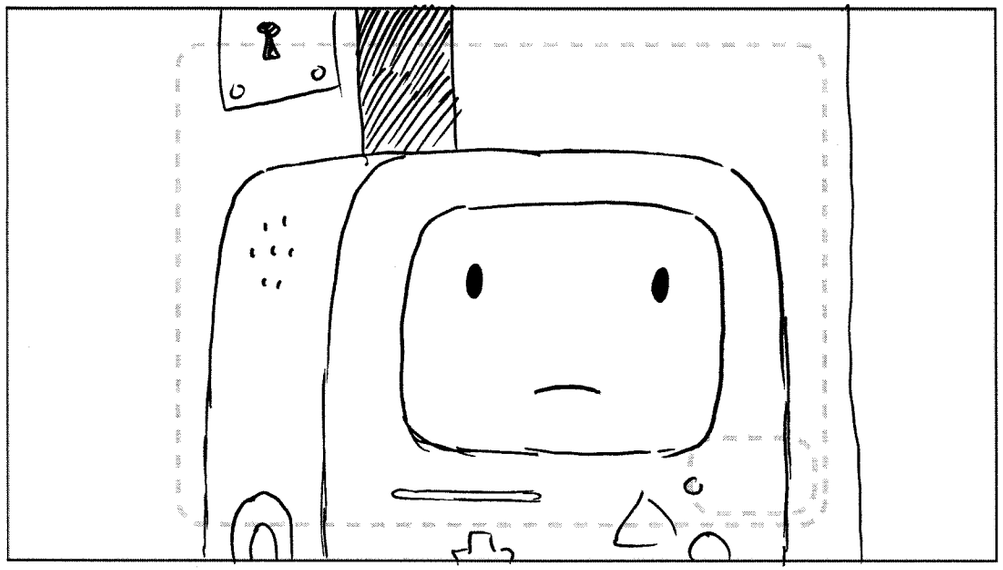
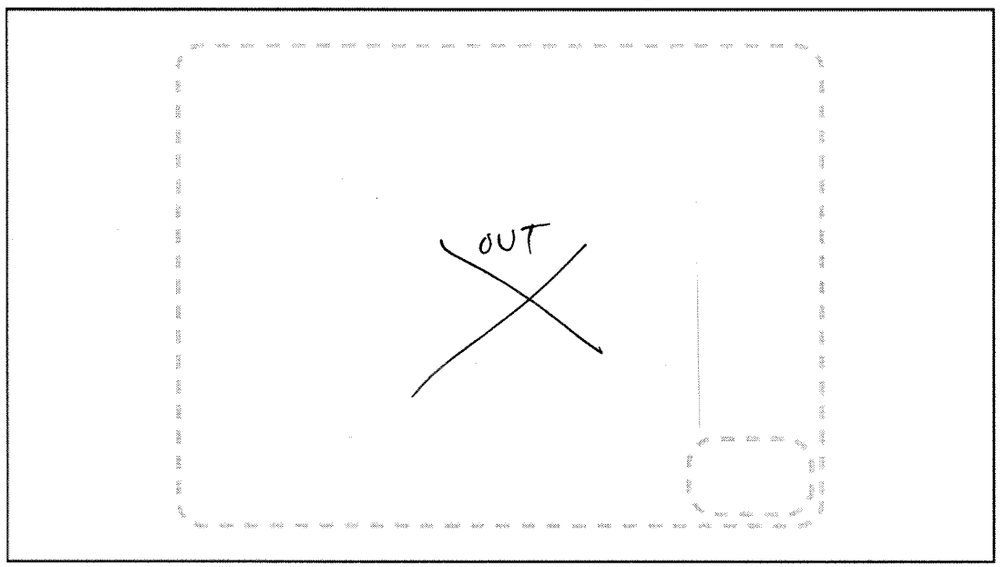
ADVENTURE TIME

Page 162

Sc. 180 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

EPISODE # 100895

Production :

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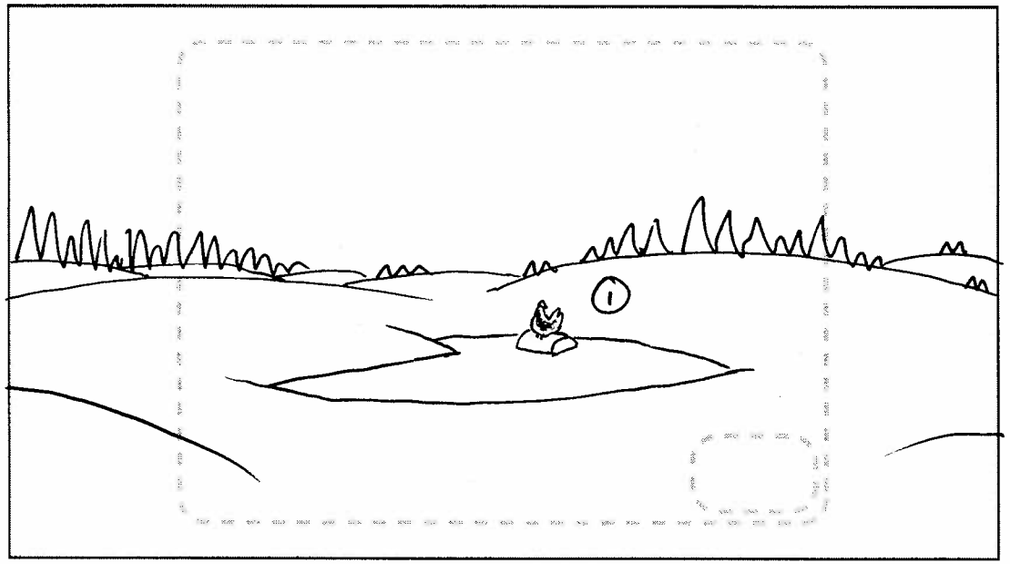
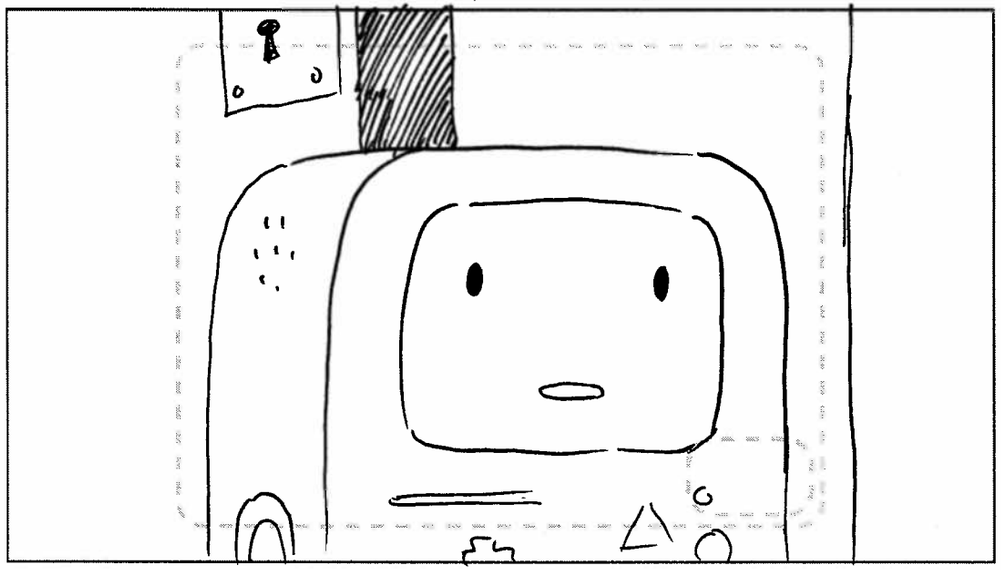
ADVENTURE TIME

Sc. 181 Pnl. A Bg. day night



Sc. 182 Pnl. A Bg. day night



Dialog:

(B:) 'Til next time Lorraine.

Action:

Timing:

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Production :

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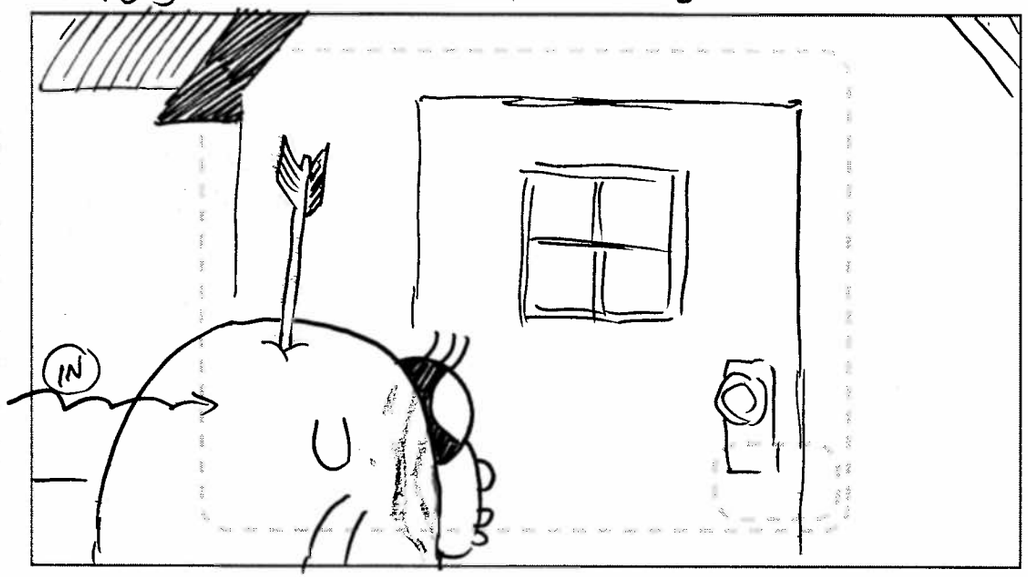
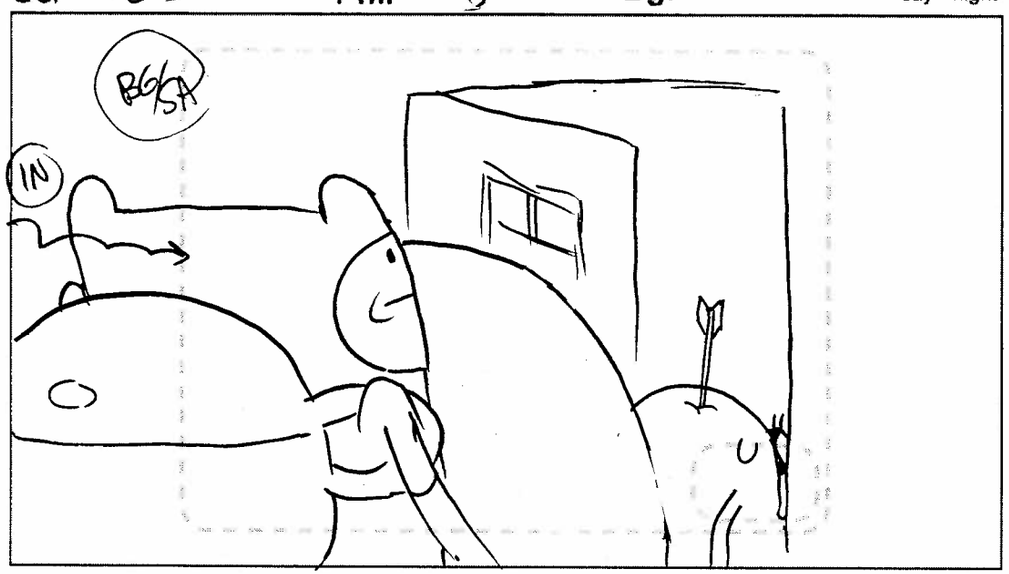
ADVENTURE TIME

Sc. 183 Pnl. A Bg. day night



Sc. 183 Pnl. B Bg. day night



Dialog:

Action:

* RETURN TO COLOR ON CUT (NO FADE)

Timing:

EPISODE # 10088

Production :

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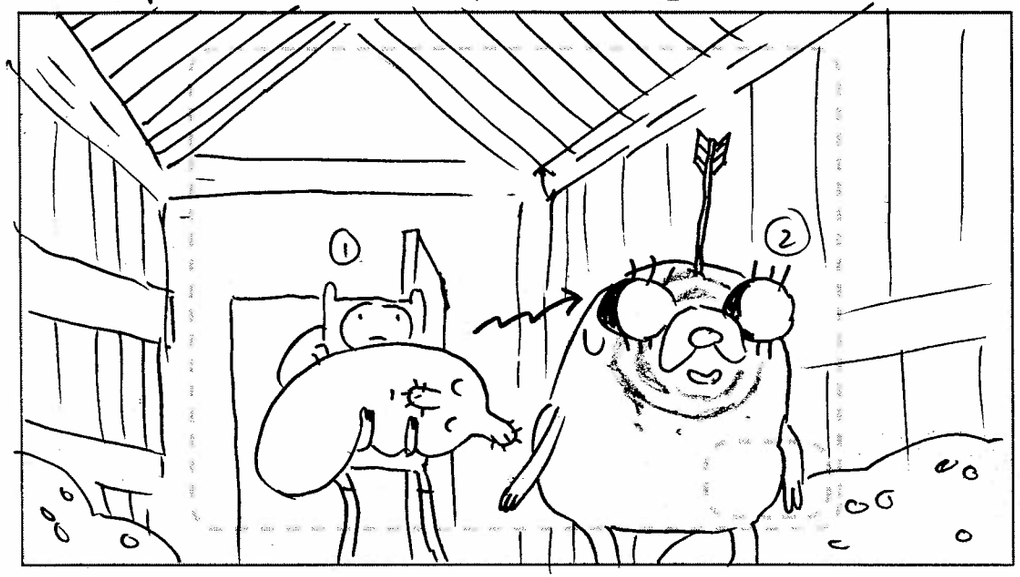
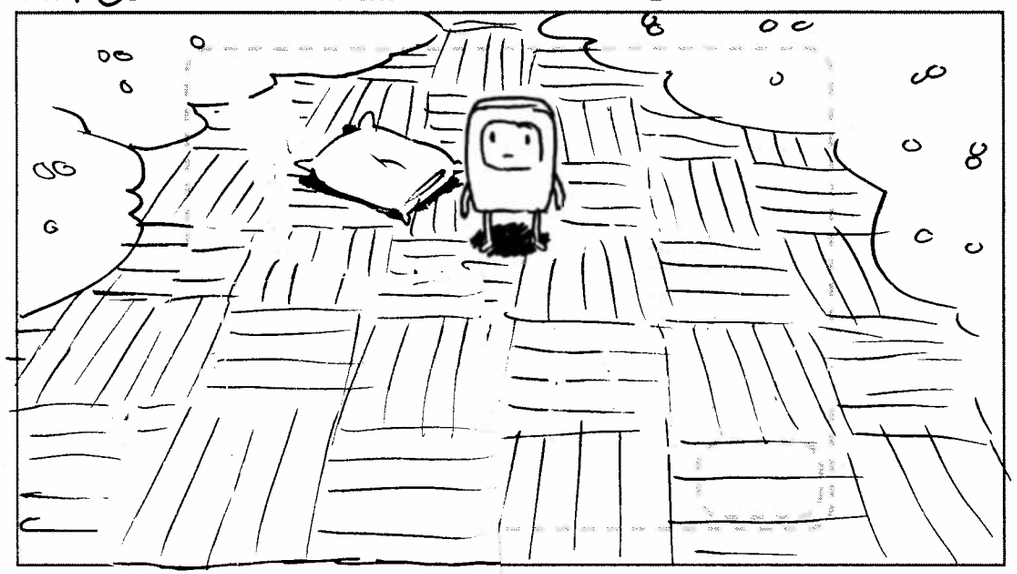
ADVENTURE TIME

Sc. 184 Pnl. A Bg. day night



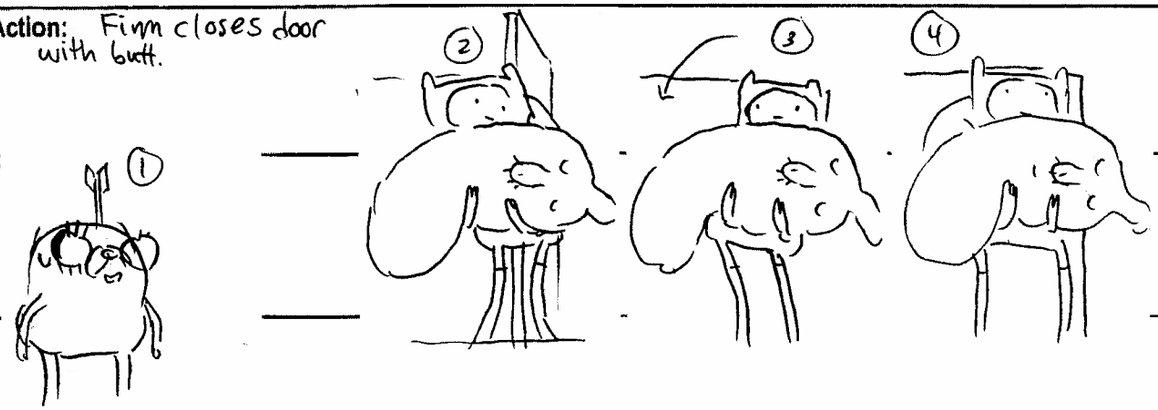
Sc. 185 Pnl. A Bg. day night



Dialog:

(J:) Y'see man, that was really fun,

Action: Finn closes door with butt.



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ADVENTURE TIME

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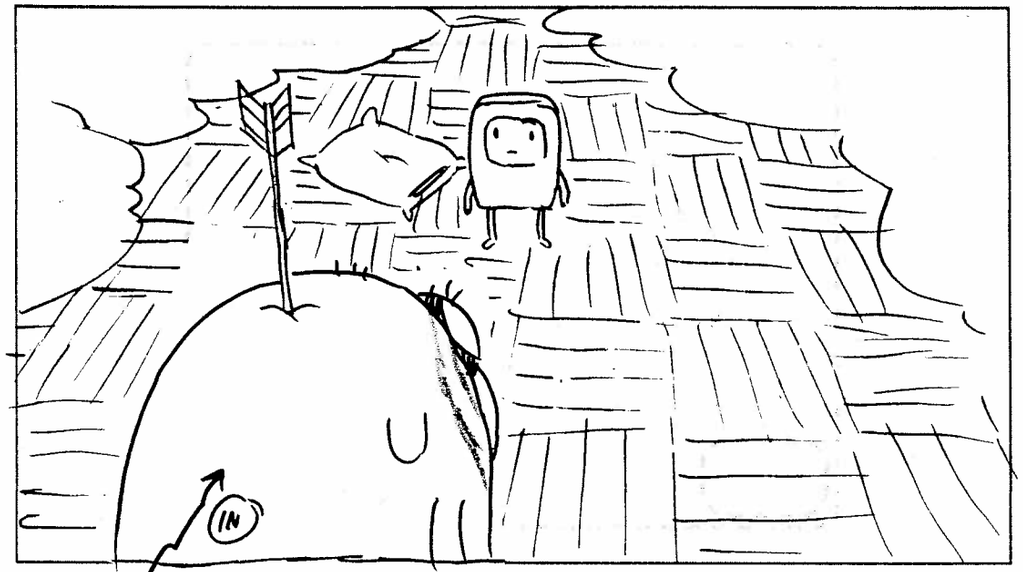
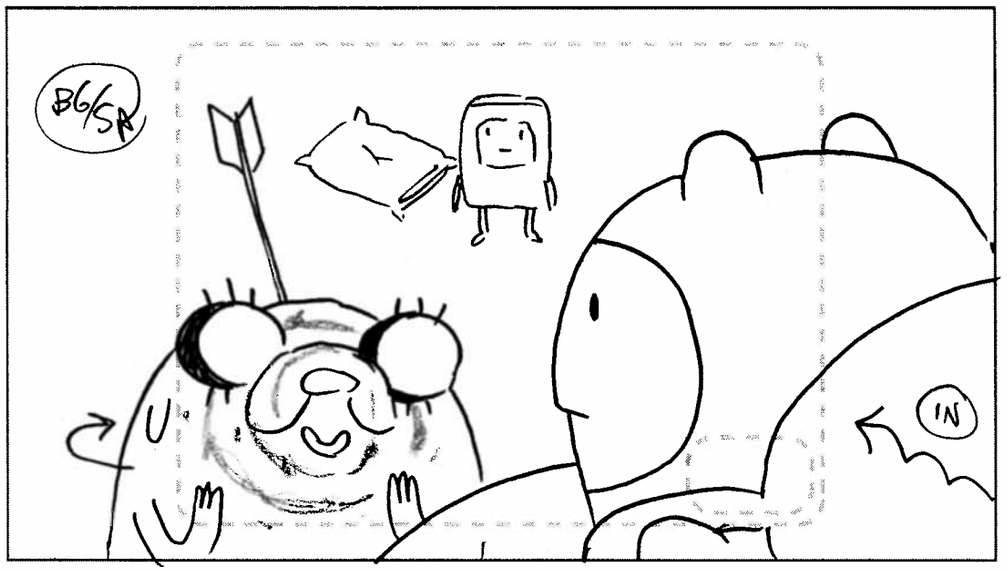
Sc. 185 Pnl. B Bg. day night



Sc. 185 Pnl. C Bg. day night



Dialog:

(J:) You don't need two socks to have fun.

Action:

Timing:

EPISODE # 100895

Production :

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ADVENTURE TIME

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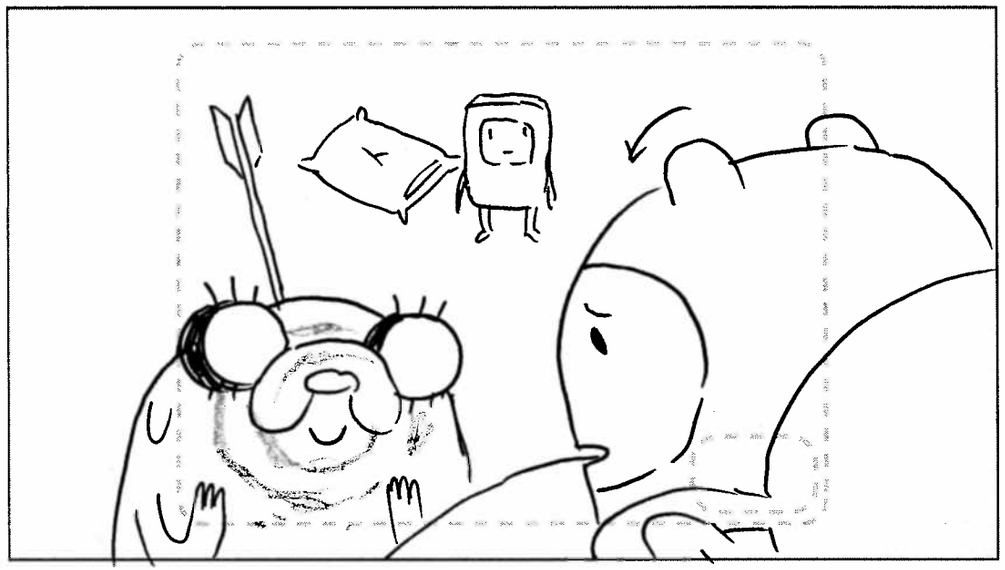
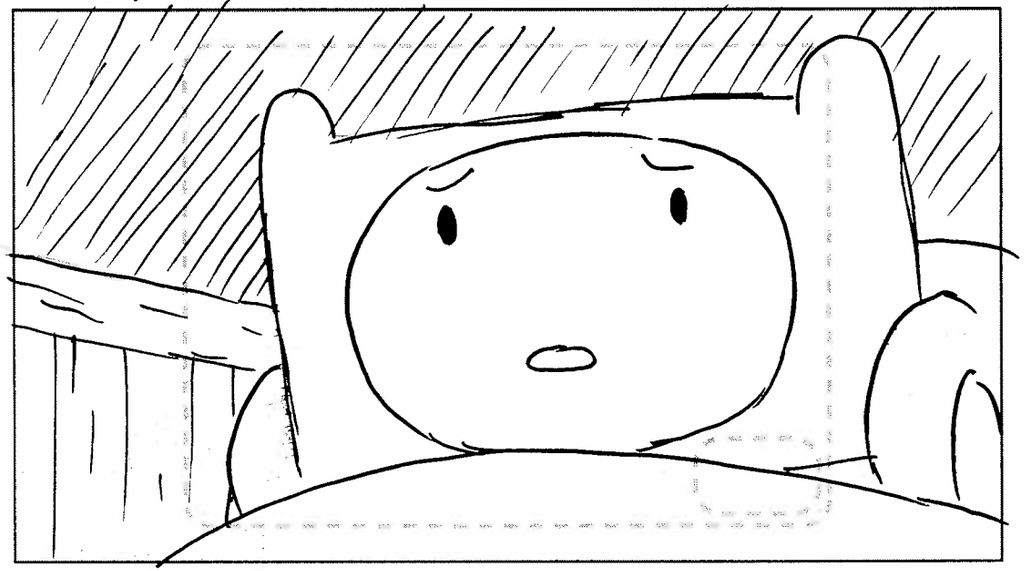
Sc. 185 Pnl. D Bg. day night



Sc. 186 Pnl. A Bg. day night



Dialog:

(F:) Yeah I guess... →

but maybe it would've been MORE FUN with two socks...

Action:

Timing:

EPISODE # 1008995

Production :

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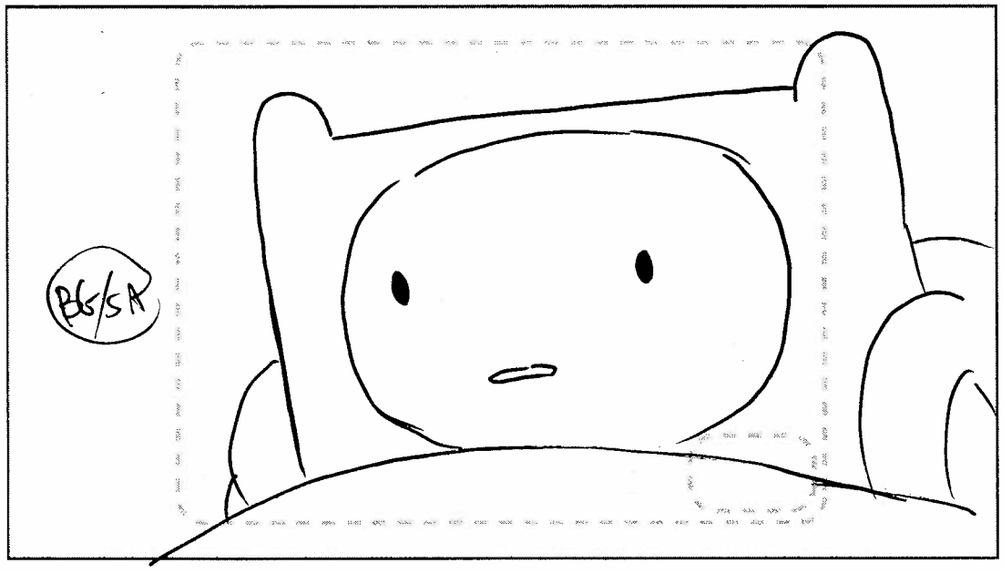
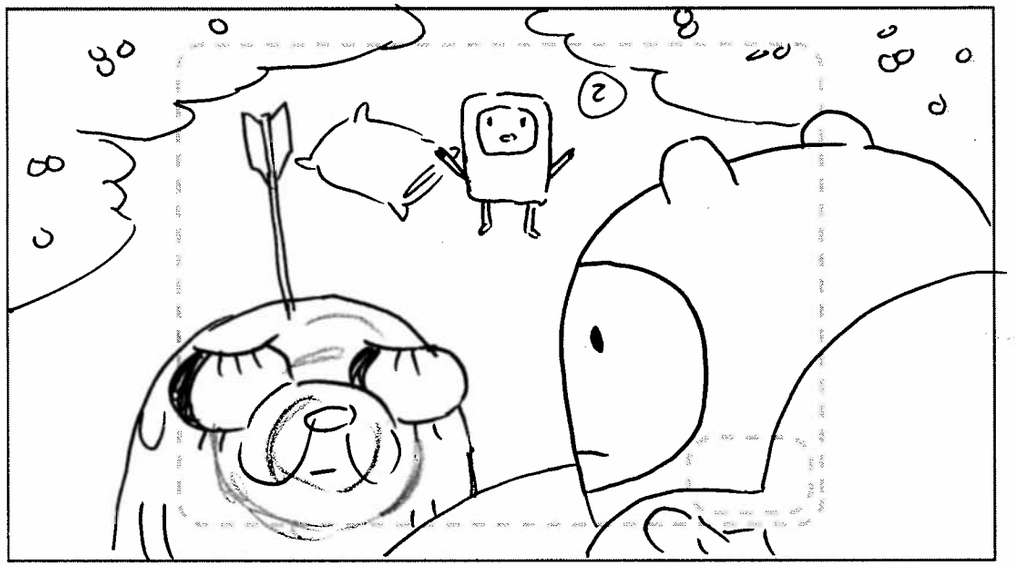
ADVENTURE TIME

Sc. 186 Pnl. B Bg. day night



Sc. 187 Pnl. A Bg. day night



Dialog:

(F:) * sigh... *

(BMO:) FINN! FINN! I know where your sock is!

Action:

Timing:

EPISODE # 100895

Production :

76

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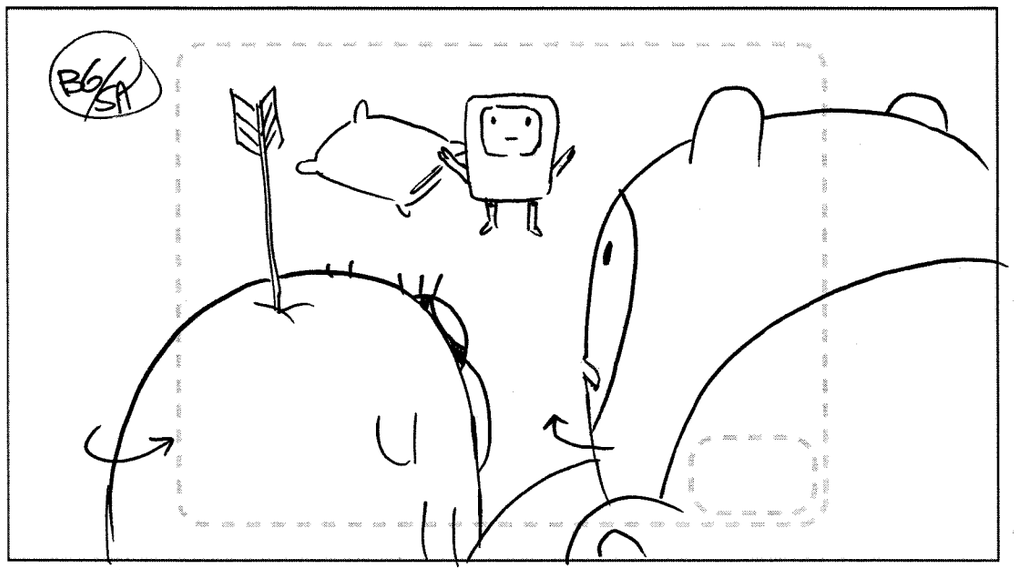
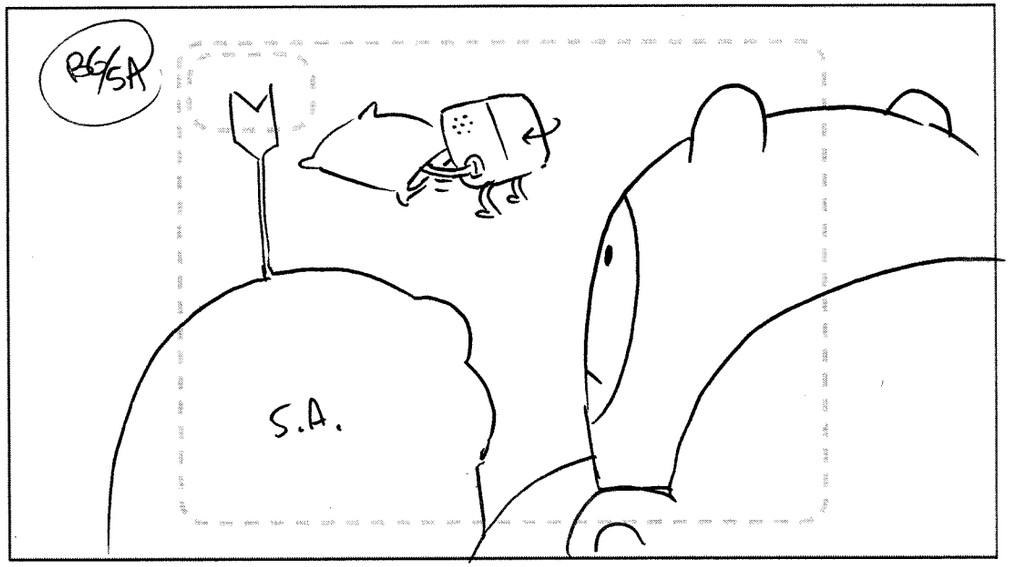
ADVENTURE TIME

Sc. 187 Pnl. B Bg. day night



Sc. 187 Pnl. C Bg. day night



Dialog:

(F:) Huh?

Action:

Timing:

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Production :

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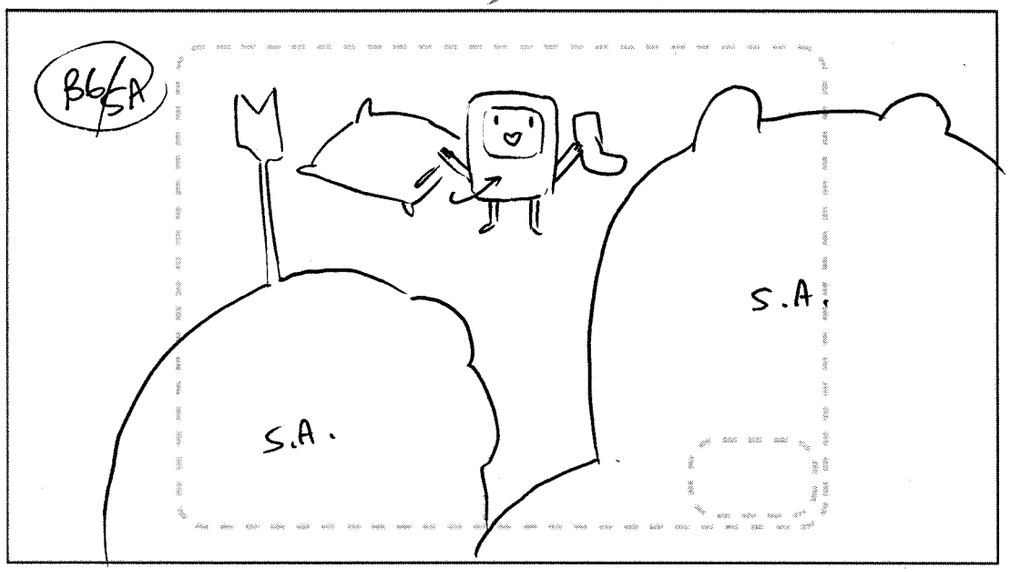
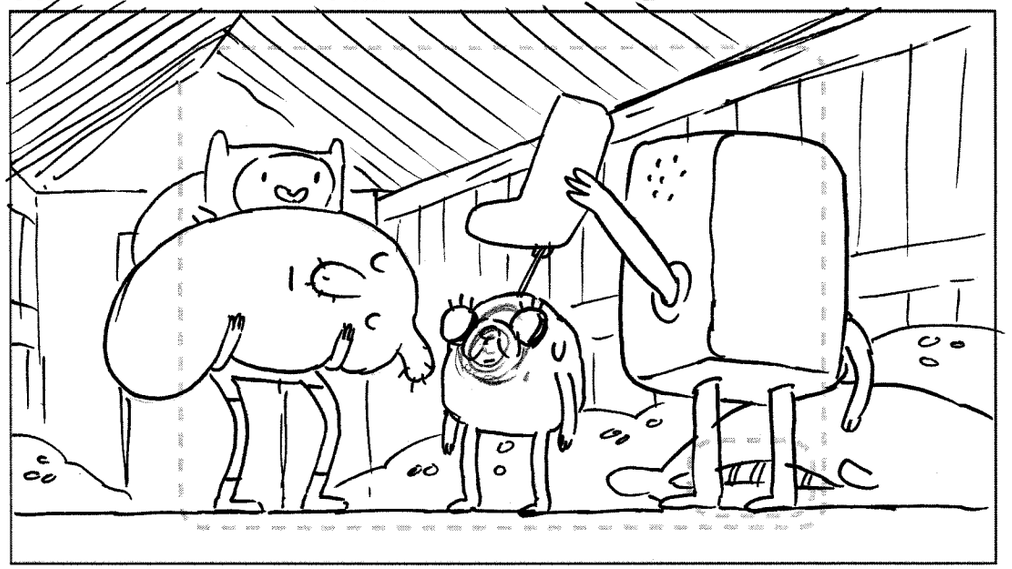
ADVENTURE TIME

Sc. 187 Pnl. D Bg. day night



Sc. 188 Pnl. A Bg. day night



Dialog:

(BMO) It was in your pillow this whole time, see?

(F.) WHOA! HA HA! →

Action:

Timing:

EPISODE # 100895

Production :

98

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ADVENTURE TIME

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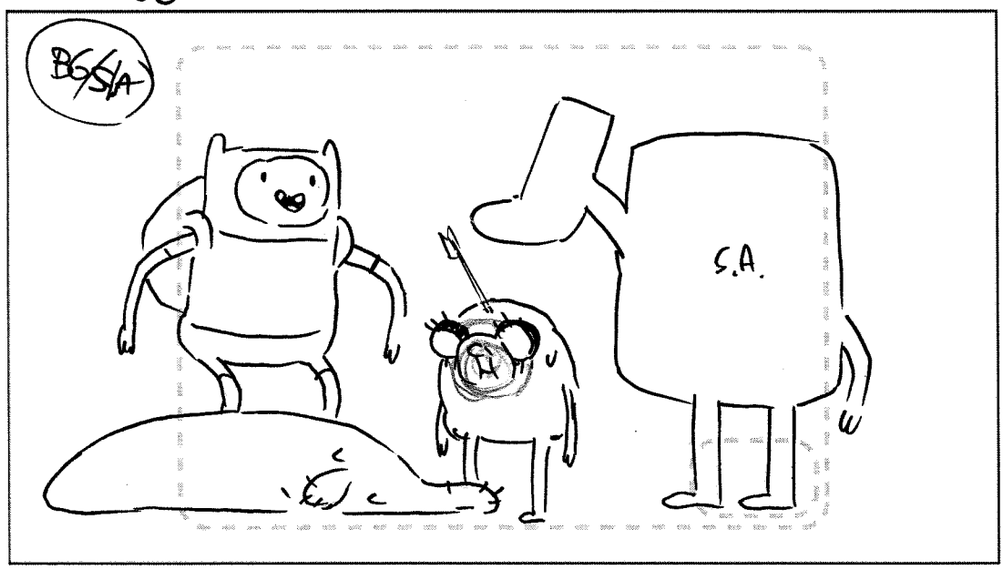
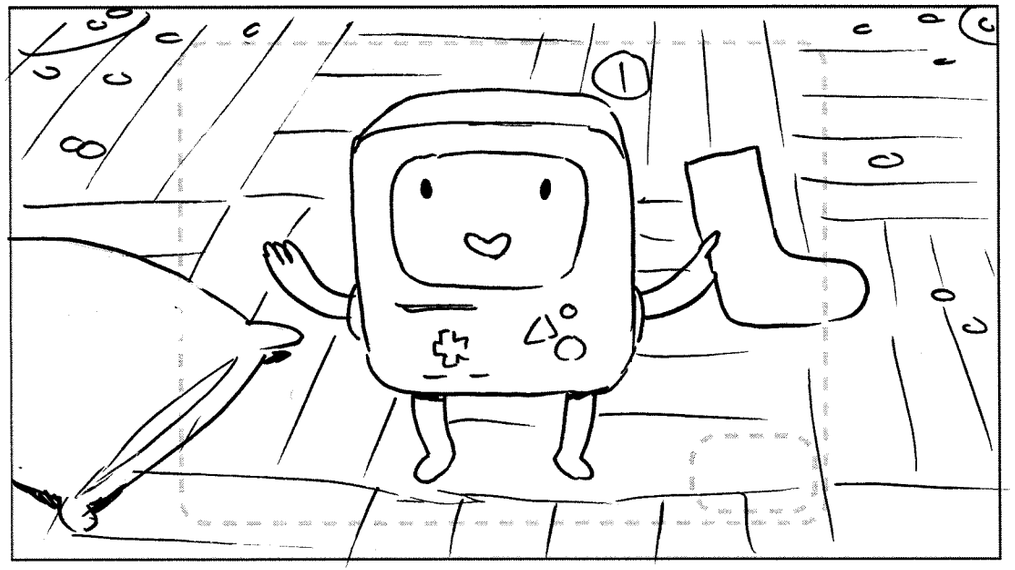
Sc. 188 Pnl. B Bg. day night



Sc. 189 Pnl. A Bg. day night



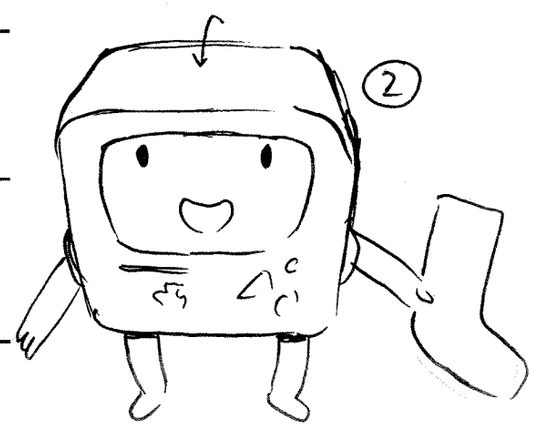
Dialog:

(F:) RIGHT ON BMO!

BMO: (1) Ronnie the mouse stole it,
(2) But Lorraine chicken set him up
(1) to kill Bébé.

Action:

(1)(2)(1)



Timing:

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Production :

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ADVENTURE TIME

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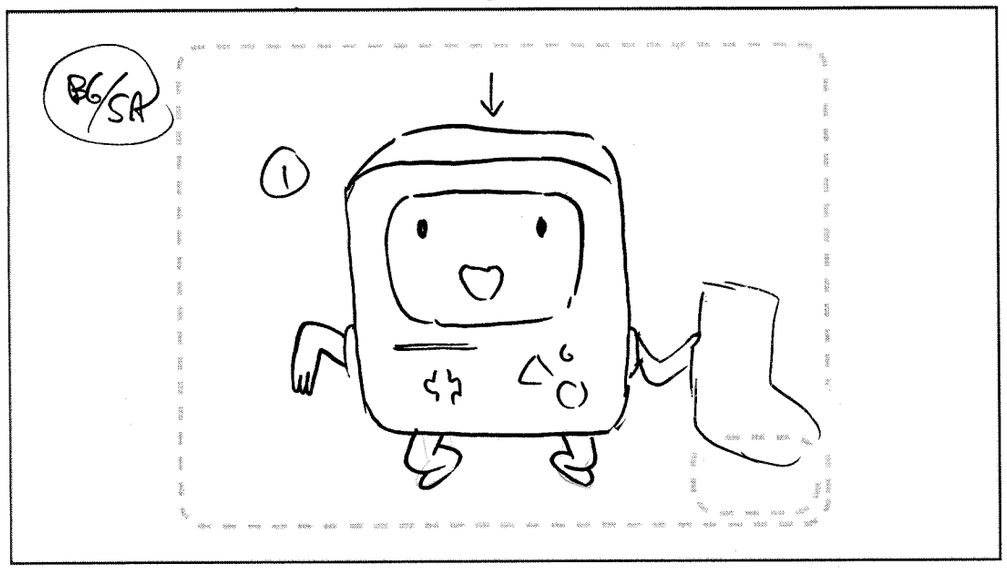
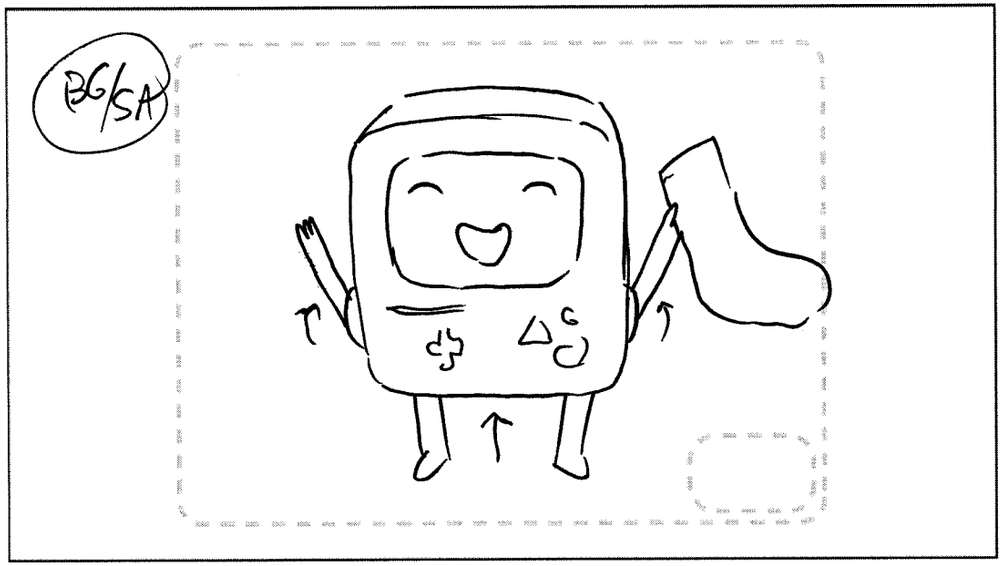
Sc. 189 Pnl. B Bg. day night



Sc. 109 Pnl. C Bg. day night

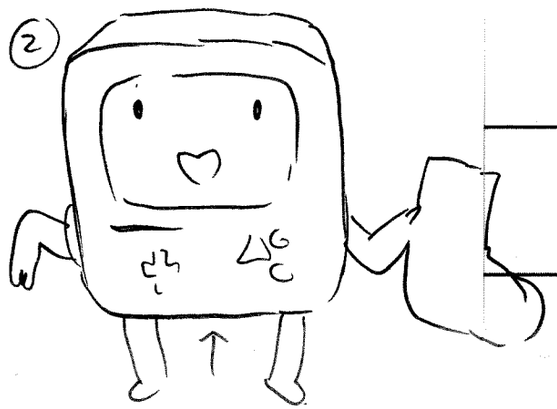


Dialog: (BMO:) But the flatfoots busted Ronnie and Lorraine skeedadled with the loot!

(BMO:) But BMO solved the case!

Action: (1)(2)(1) end on bent knee pose

Timing:



EPISODE # 100895

Production : 100

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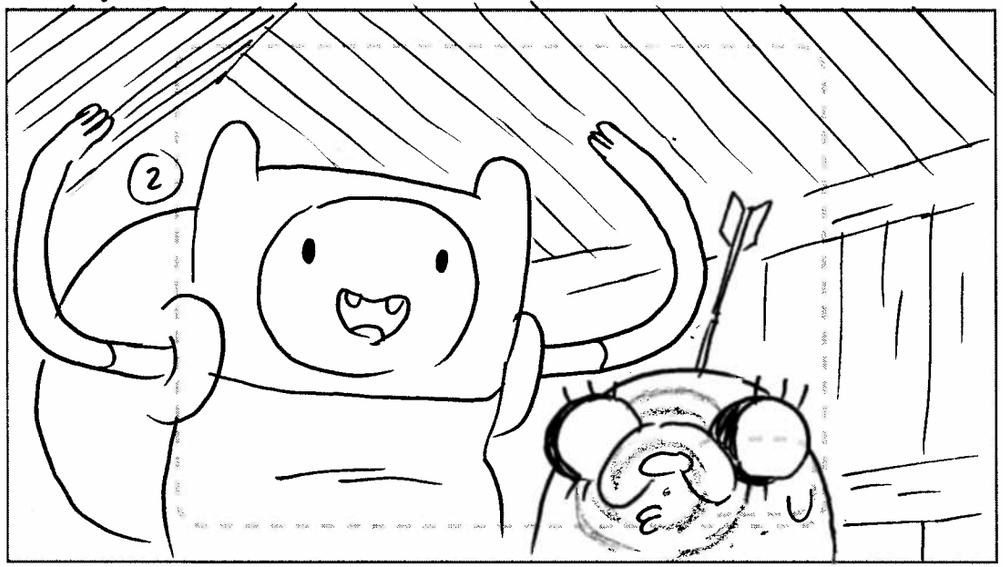
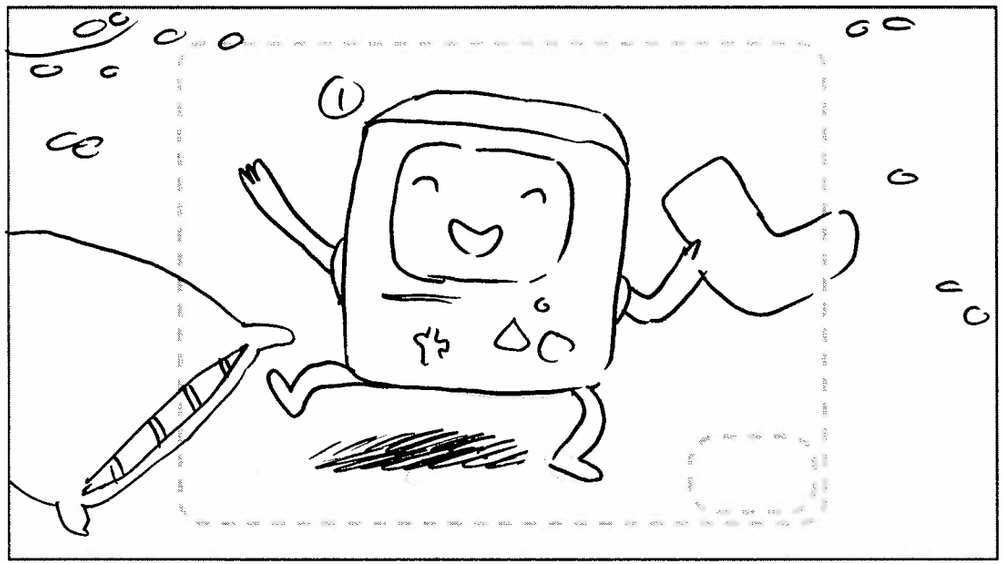
ADVENTURE TIME

Sc. 190 Pnl. A Bg. day night



Sc. 191 Pnl. A Bg. day night



EPISODE # 100895

Dialog:

(F:) YAY BMO! YAY!

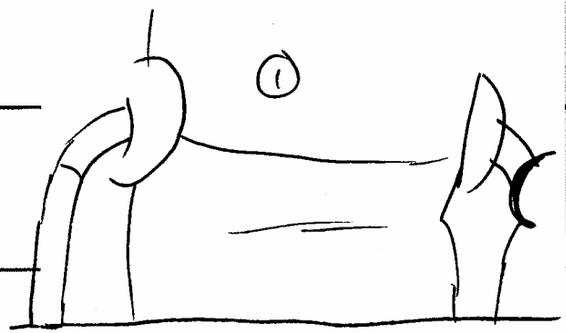
(F:) (O.S.) YAAY! ALRIGHT!

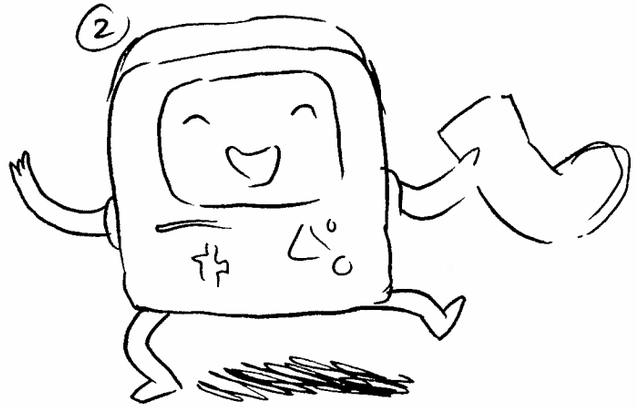
(BMO:) YAY BMO!

Action:

(1)(2)(1)(2) cycle

Timing:





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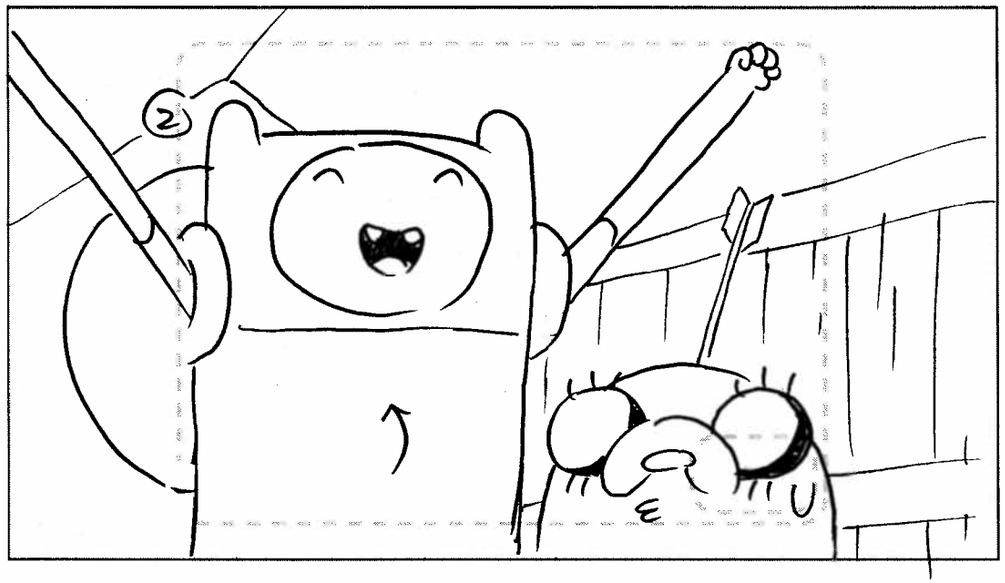
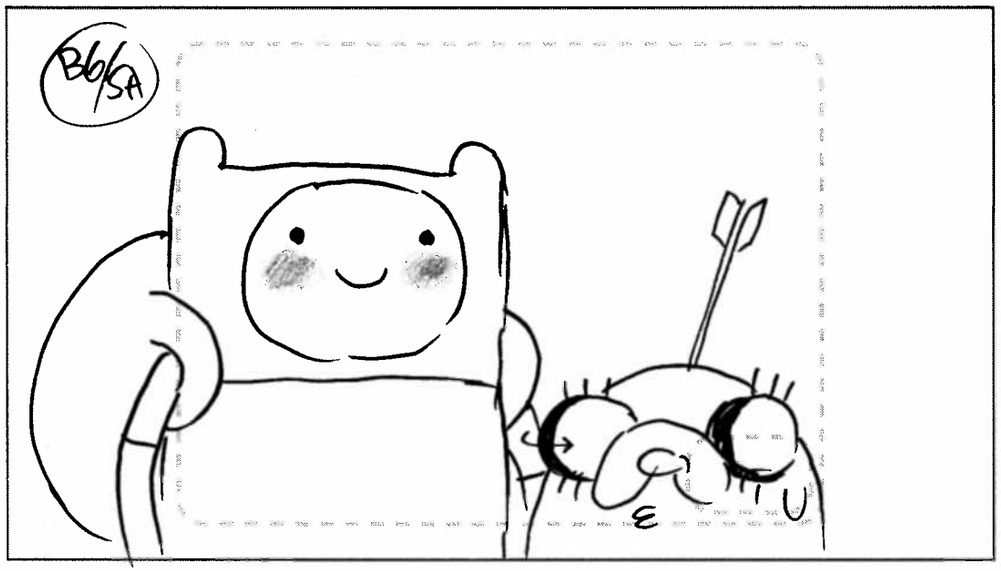
ADVENTURE TIME

Page 174

Sc. 192 Pnl. A Bg. day night

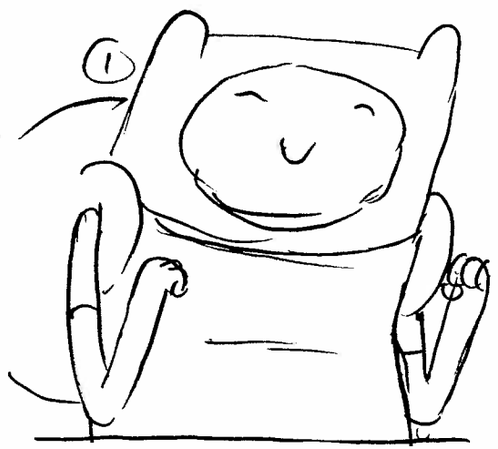


Sc. 192 Pnl. B Bg. day night



Dialog:

(F) YAY!



BMO: (O.S.) YAY BMO!

Action:

Timing:

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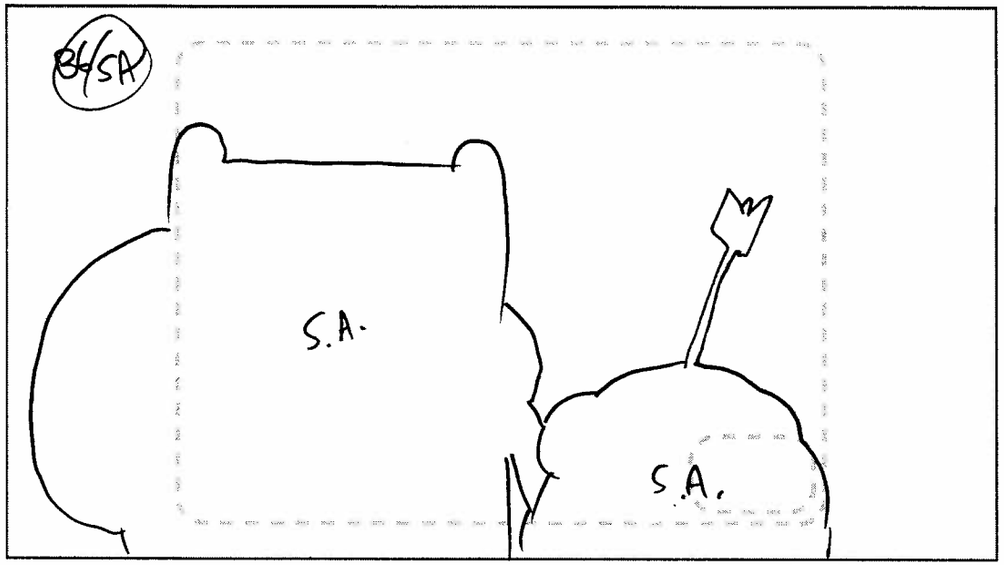
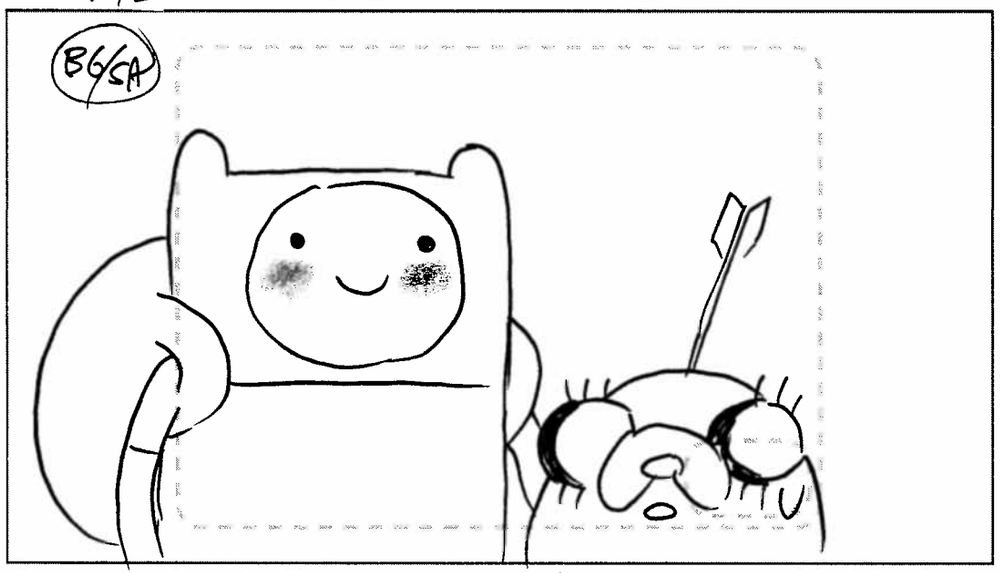
ADVENTURE TIME

Sc. 192 Pnl. C Bg. day night



Sc. 192 Pnl. D Bg. day night



Dialog:

- BEAT -

(J:) Our chicken's name is Lorraine?

Action:

Timing:

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ADVENTURE TIME

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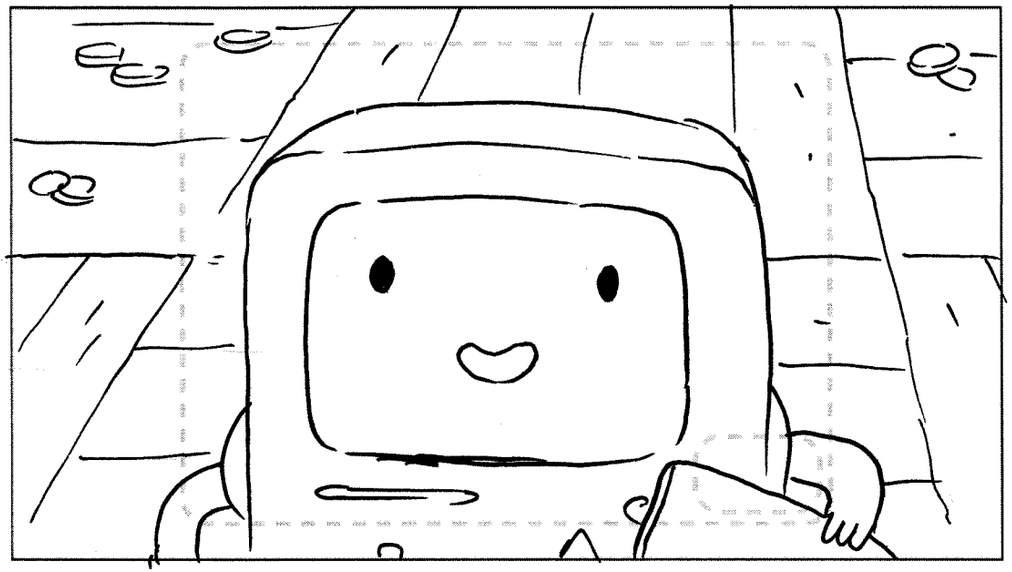
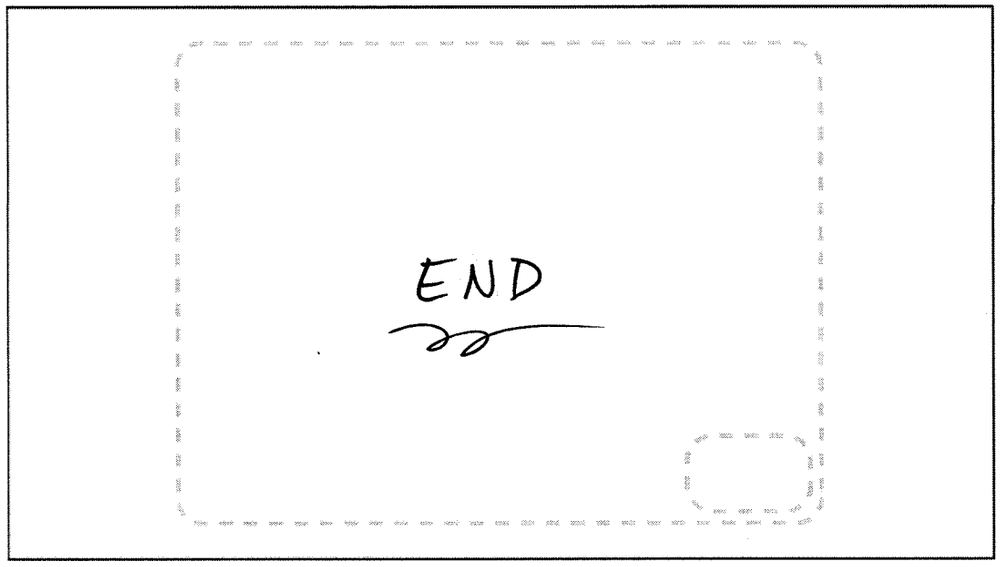
Sc. 193 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(BMO:) SHE's red hot like pizza supper.

Action:

Timing:

EPISODE # 100895

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Production :

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